



This is a digital copy of a book that was preserved for generations on library shelves before it was carefully scanned by Google as part of a project to make the world's books discoverable online.

It has survived long enough for the copyright to expire and the book to enter the public domain. A public domain book is one that was never subject to copyright or whose legal copyright term has expired. Whether a book is in the public domain may vary country to country. Public domain books are our gateways to the past, representing a wealth of history, culture and knowledge that's often difficult to discover.

Marks, notations and other marginalia present in the original volume will appear in this file - a reminder of this book's long journey from the publisher to a library and finally to you.

Usage guidelines

Google is proud to partner with libraries to digitize public domain materials and make them widely accessible. Public domain books belong to the public and we are merely their custodians. Nevertheless, this work is expensive, so in order to keep providing this resource, we have taken steps to prevent abuse by commercial parties, including placing technical restrictions on automated querying.

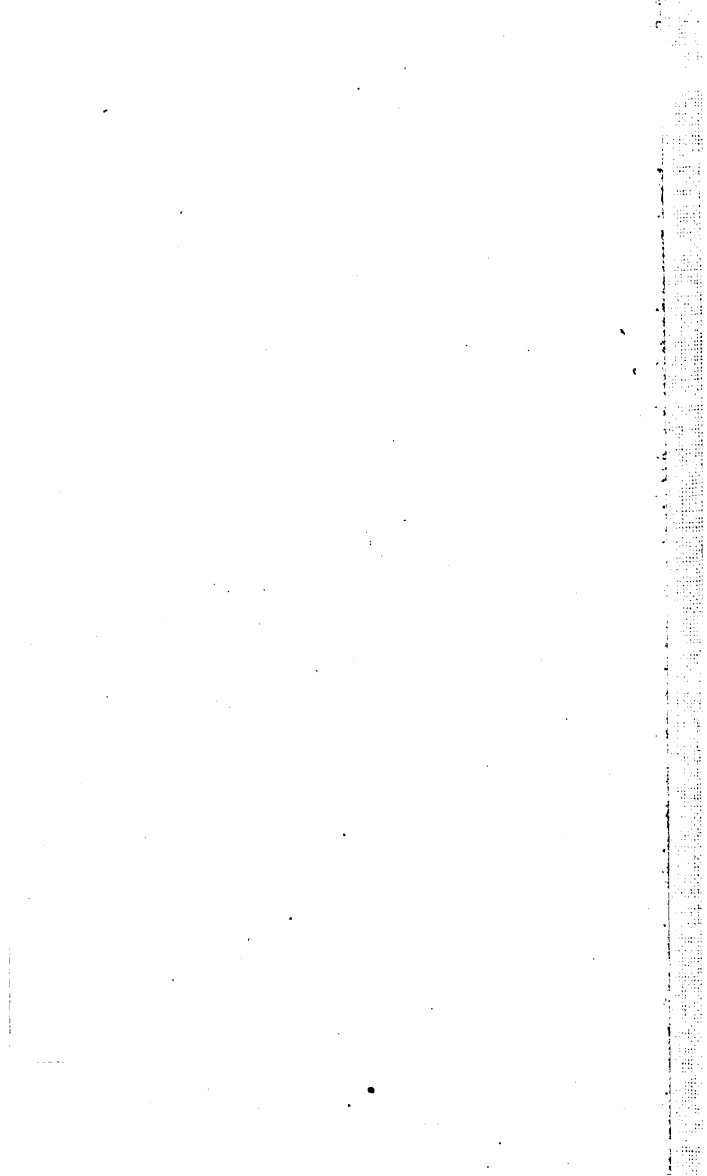
We also ask that you:

- + *Make non-commercial use of the files* We designed Google Book Search for use by individuals, and we request that you use these files for personal, non-commercial purposes.
- + *Refrain from automated querying* Do not send automated queries of any sort to Google's system: If you are conducting research on machine translation, optical character recognition or other areas where access to a large amount of text is helpful, please contact us. We encourage the use of public domain materials for these purposes and may be able to help.
- + *Maintain attribution* The Google "watermark" you see on each file is essential for informing people about this project and helping them find additional materials through Google Book Search. Please do not remove it.
- + *Keep it legal* Whatever your use, remember that you are responsible for ensuring that what you are doing is legal. Do not assume that just because we believe a book is in the public domain for users in the United States, that the work is also in the public domain for users in other countries. Whether a book is still in copyright varies from country to country, and we can't offer guidance on whether any specific use of any specific book is allowed. Please do not assume that a book's appearance in Google Book Search means it can be used in any manner anywhere in the world. Copyright infringement liability can be quite severe.

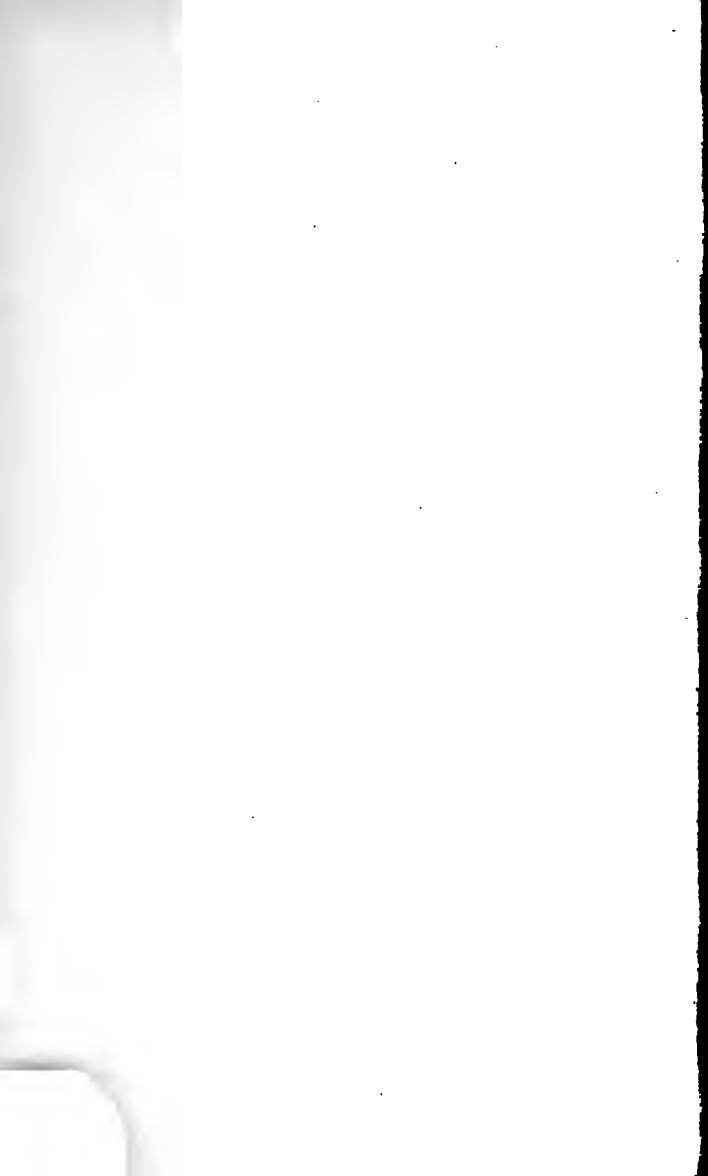
About Google Book Search

Google's mission is to organize the world's information and to make it universally accessible and useful. Google Book Search helps readers discover the world's books while helping authors and publishers reach new audiences. You can search through the full text of this book on the web at <http://books.google.com/>

1124







BRIDGE ABRIDGED.

125.

177

1000 - 1000 - 1000

24 98.

BRIDGE ABRIDGED;

OR,

PRACTICAL BRIDGE.

BY

W. DALTON. 1855

THIRD EDITION.

LONDON:

THOS. DE LA RUE & CO. LTD.

1901

PUBLIC LIBRARY

157425A

ASTOR, LENOX AND
TILDEN FOUNDATIONS

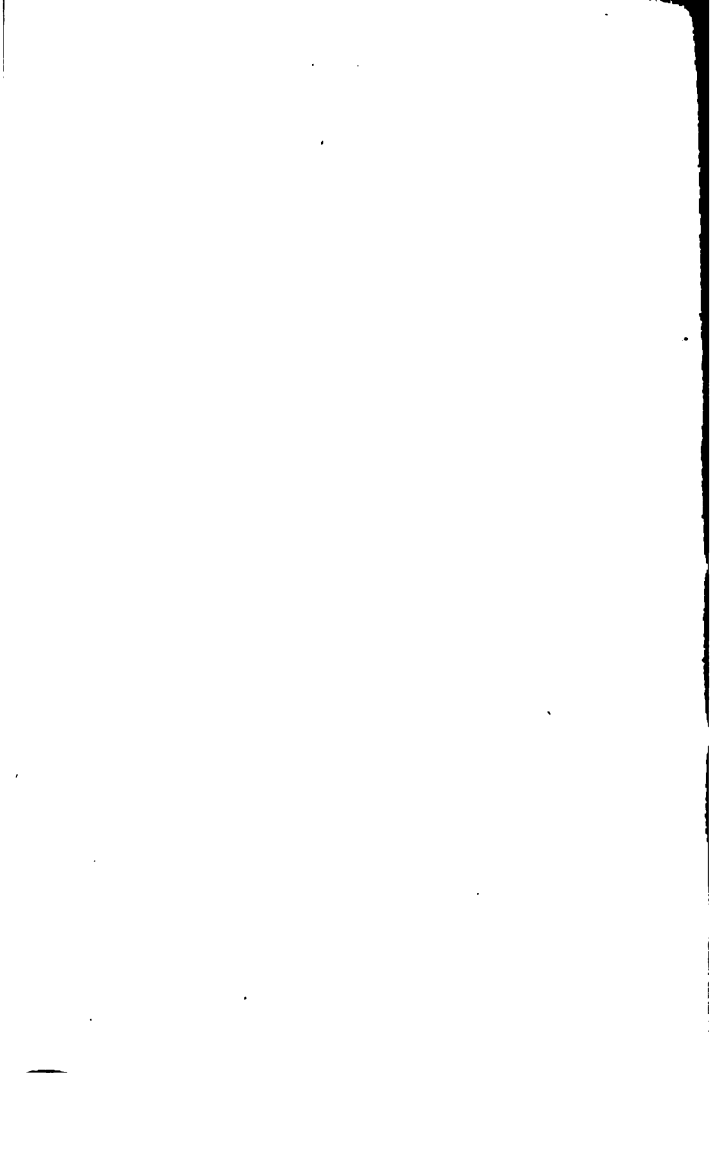
R 1824 L

PRINTED BY

THOMAS DE LA RUE AND CO. LTD., BUNHILL ROW,
LONDON.

CONTENTS.

	PAGE
INTRODUCTION	vii
THE GENERAL SCHEME OF BRIDGE	i
THE MAKING OF TRUMPS	5
"NO TRUMPS"	6
SUIT DECLARATIONS	17
THE DECLARATION ON A PASSED HAND	25
DOUBLING	29
RE-DOUBLING	32
PLAYING TO THE SCORE	34
THE FIRST LEAD	41
THE PLAY OF THE HAND—THE DEALER	52
" " " THIRD HAND	60
GENERAL PLAY	68
DISCARDING	73
ETIQUETTE	76
DUMMY	85
DOUBLE DUMMY	89
CUT-THROAT BRIDGE	89
MAXIMS IN BRIEF	95
SOME DECLARATIONS CONSIDERED	99
SOME HANDS ON WHICH THE CALL SHOULD BE LEFT AT THE SCORE OF LOVE-ALL	106
ILLUSTRATIVE GAMES	III
THE LAWS OF BRIDGE	149



INTRODUCTION.

HAD anyone been bold enough, some seven years ago, to propound the idea that, by the end of the nineteenth century, the game of Whist would have become a dead letter at the leading London Clubs, his remarks would have been treated as the wanderings of a harmless lunatic. Yet so it has proved.

One afternoon, in the autumn of 1894, Lord Brougham was in the Portland Club, and before starting the usual rubber of Whist he showed the game of Bridge to three or four men who were there. The result was almost magical. They started playing it at once, and as other members dropped in they nearly all fell in love with the new game at first sight; and in a few weeks it was the standard game at the one club which had been always considered the greatest stronghold of Whist.

A few enthusiastic Whist players held out for a time, but one by one they gave in, until the

late Henry Jones ("Cavendish") was left almost alone in his glory as an opponent of the new game. From the Portland, Bridge spread like wildfire to other clubs, until to-day there is hardly a well-known club at the West End of London which does not own its sway.

The downfall of Whist was sudden, unexpected, and complete ; but the reason of it is really not far to seek. It had become much too scientific. "Cavendish" had introduced, and continued to introduce, fresh intricacies and developments, until a first-class Whist player was fast becoming a sort of Whist automaton.

It must be borne in mind that a large majority of the men who play cards at London Clubs are professional or business men, or men with other and varied pursuits and occupations, who play cards to a great extent as a relaxation, and they do not want to be bothered with ante-penultimates, and American leads, and sub-echoes, *et hoc genus omne*.

Consequently, they no sooner saw Bridge than they welcomed it with open arms as being a delightful change from the stereotyped conventions of Whist.

Bridge possesses an individuality which Whist could never possess. It is essentially a game of

quick perception and individual enterprise, as against recognised methods of combination, and established leads and rules of play.

Besides this, it possesses strongly the gambling element so dear to the inmost heart of every Englishman. You can back your luck and play a forward game at Bridge in a way which was quite impossible at scientific Whist.

Also, Whist is a game of very narrow limitations. It is possible that you may hold four by honours and win every trick, but when you have done so you have, at the most, won a treble ; whereas at Bridge you can always buoy yourself up with the hope that, when your deal comes, you will hold a hundred aces and win the Grand Slam in "no trumps" doubled. You are not likely to do so, but it is possible—it is always there. Whatever the merits or demerits of the game may be, it undeniably possesses a fascination peculiarly its own, and it is daily becoming more popular with all classes and with both sexes.

This little work has no pretension to be a handbook to the game. It is written neither for the elementary education of the beginner, nor for the captious criticism of the learned, but rather as a possible means of assistance to the many who

know the outlines and rules of the game, but lack the practice and experience which alone can teach the best way of playing the cards.

Bridge is, above all things, a game of practice, not theory; and the following pages are the result of six years' practical experience of the game as played by the best players of the day—experience bought and paid for, as all experience worth having must be.

The Author has endeavoured to avoid theories of all kinds, and simply to set forth the methods which practice has shown to be the most profitable in playing the game.



BRIDGE ABRIDGED ;

OR,

PRACTICAL BRIDGE.

* * For the convenience of our readers, the
“Laws of Bridge” are printed as an Appendix
to the present work, at pp. 149-171.

BRIDGE ABRIDGED;

OR,

PRACTICAL BRIDGE.

THE GENERAL SCHEME OF BRIDGE.

To become a good Bridge player, the first thing necessary is to forget a large part of what you have learnt at Whist.

Bring to it, by all means, your Whist memory, your observation of the fall of the cards, your faculty of placing the cards towards the end of a hand, and your power of playing a coup should the chance present itself; but forget *in toto* your Whist leads, your natural deduction that your partner's original lead is from his strongest numerical suit, your obligation to return his lead on the earliest opportunity, and all your cherished Whist maxims.

There is this wide difference between the two games, that at Whist both sides start on even terms. The only thing known at the beginning of the hand is that the dealer holds one certain and defined trump, the turn-up card; beyond this

each side has an equal chance of securing the odd trick. At Bridge it is quite different. Here you have to play two entirely distinct games. When your side has the deal, you are the attacking party, and your object is to get to 30, or as near it as possible on that hand. When your opponents have the deal, you are defending, and your aim should be to get out of that hand with the least possible loss. This is a fact which should be always borne in mind; but many otherwise good players seem to lose sight of it altogether, and to endeavour to play an attacking and a defending hand on the same lines.

When your opponents, at the score of love, declare "no trumps," your primary object should be to secure the fifth trick, thereby saving the game; when they declare hearts, devote your utmost energies to securing four tricks; when they declare diamonds, make sure of three tricks.

Beyond these declarations there is no possibility of losing the game, unless you or your partner incautiously double, which we will discuss later.

Since Bridge was first introduced into London, the whole system of playing the game by the best players has altered to a very great extent. At first they tried to play it on Whist lines, to lead Whist leads, and to adopt Whist methods and conventions for conveying information to their partners; but experience has abundantly proved that this is a losing game.

It has always been held, at Whist, that the gain of conveying information to your partner more than counterbalances the loss incurred by affording the same information to your adversaries. But at Bridge it is not so. The dealer has too much in his favour, owing to his power of combining the strength of his two hands, while his opponents are scrapping about to find out each what the other holds. A good many players think that at present the dealer has too great an advantage, and possibly this may be so; but we have to consider the game as it exists, not as it might be under other conditions.

In the early days of Bridge, an admirable treatise on the game was written by "Badsworth," and nothing can illustrate more strongly what I have said as regards the change that has come over the game than a careful study of this book, written some years ago, and an observation of the author's present method of playing the cards. There is no finer Bridge player in London than "Badsworth," but his precept as laid down in his book and his practice at the Bridge table at the present day are widely different.

One of the greatest charms of Bridge is that each hand has to be played on its own merits; and it often offers very different methods of playing the same hand, each equally defensible, and each adopted by good players. There is no hard-and-fast rule to be laid down. From the declaration to the play of the last card, there is

abundant opportunity for individual enterprise, and each man must play the game according to his own lights.

This makes it peculiarly difficult to write on the subject, as one player will possibly not approve of methods which another equally good player upholds and adopts. Like every other game, the only way to improve at it is to play with better players than one's-self. Probably this will entail some pecuniary loss to begin with, but you will find ample compensation in the better grasp that you will get of the game, and in your increased proficiency in playing the cards. You will learn more from looking over a good player for an hour, and either asking him or making out for yourself why he adopted certain lines of play, than the study of a dozen books on the subject will teach you.



THE MAKING OF TRUMPS.

By far the most important, and at the same time the most difficult, element in Bridge is the making of trumps. There is such an enormous lot of luck about it, as it will very rarely happen that you will hold a hand capable of doing much good unaided, and you can only guess at what your Dummy may hold, and hope that his hand may nick in with yours.

There is one golden maxim to remember, and that is, that when you have a good hand you should make the game as expensive as possible, and when you have a bad hand you should make it as cheap as possible.

There are some hands where the declaration is obvious, and of these there is no occasion to speak; but there are many other hands where it is a very moot point whether to make a declaration yourself, or whether to leave it to your partner.

When it is your deal at the commencement of the rubber, your first aim is to get to 30 on that hand; or, if you cannot do that, to get as near it as possible.

Honours count a good deal at the ultimate adding-up of the score, but they do not help you to get any nearer to that most desirable point of 30. Consequently, *cæteris paribus*, do not let honours influence you in making your decision, except as trick-making factors, unless you hold four by honours in hearts or diamonds, when they count double, and become a very valuable asset.

"NO TRUMPS."

At the score of love, you should declare "no trumps" whenever you can see a reasonable possibility of winning three by cards *with the assistance of an average hand from your partner*. I say purposely "possibility," not "probability." If you wait for a certainty or a strong probability, you will very likely be still waiting when it is time to go to bed.

You must declare "no trumps" a great deal lighter than any other call, because the advantage of the combination of the two hands is so very much greater in a "no trump" game, than it is when there is a suit declaration. As soon as the Dummy hand is exposed, you can see at a glance what suit can be readily established between your two hands, and the small cards of it made as useful as aces and kings; while your opponents are still in the dark as to what they have got between them. Even if they hold entire command of one suit between them, they

very possibly will not find it out until too late to make use of their knowledge; whereas, directly you get in, you can utilise every element of strength in either of your hands to the best possible advantage.

Do you not hear it said every day, when one or two or perhaps three by cards has been won on a suit declaration, "We should have won the game at 'no trumps'"?

The longer one plays Bridge, the more one sees that what are called border-line "no trump" declarations succeed far more often than they fail. There are exceptions, of course, and sometimes you may fail to win the game on a "no trump" declaration, when you would have won it on a suit declaration if you had left it to your partner.

Exceptions, however, only prove the rule, and the rule is that border-line "no trump" declarations pay in the long run; but they must touch the border-line. Not for a moment do I advocate the utterly irresponsible "no trump" declarations that one sometimes sees made, and that require a "no trump" hand in the Dummy to bring them through with success.

You should have such a hand that, with ordinary assistance from your Dummy, you will certainly win the trick, and may win the game.

Remember that you are entitled to assume as a certainty that your partner will hold an average hand—that is to say, one ace, one king, one queen,

one knave, and so on. He may hold more, or he may hold less ; but, according to the doctrine of probabilities, he will hold that. If he holds more, so much the better.

If he has a very bad hand, and you have made rather a light “no trump,” you must accept the situation as best you can, and put up cheerfully with defeat, and with the almost certain opprobrium you will meet with. Like many a good man before you, you have had a try and failed—for the time being.

When this has happened, very likely some idiot who was looking on will say, by way of making things more pleasant for you, “What did you expect? You had only two certain tricks in your hand.” Possibly so ; but a hand with only two certain tricks in it may have great possibilities, and may become a powerful hand with a little assistance from the Dummy. For instance, a suit of king, knave, nine, and three others, has not one certain trick in it ; but, with either ace or queen in Dummy, it will make four or five tricks.

Look at this hand :—

- ♠ King, nine
- ♥ Ace, knave, seven
- ♣ King, knave, nine, six, five, two
- ♦ Queen, knave, eight

There is only one certain trick here, and it is quite possible to lose five by cards on it, but no

one can say that it is not a sound "no trump" call. The real strength of the "no trump" declaration lies in the combination of the two hands, and in the way that they nick with one another. Only very occasionally in a lifetime will you hold a hand capable of winning three by cards unaided.

The conservative player, who never loses three by cards or more on a "no trump" declaration of his own, will assuredly never make any money at Bridge.

It was at one time the custom at a well-known London club to play the last rubber before dinner as a compulsory "no trump" rubber. The dealer, every hand, was obliged to declare "no trumps" without looking at his cards. At first sight, this would appear to be a gamble pure and simple, and one would expect doubling to be a very frequent occurrence; but the result did not prove so. There were doubles, of course, but they were few and far between in comparison to what one would expect, and the proportion of declarations that won to those that lost was *over two to one in favour of the dealer*. This was the average of a great many such rubbers, and it surely proves beyond question that the dealer holds an enormous advantage in the "no trump" game.

Think of it, lay it to heart, and remember it next time you are hesitating whether to declare "no trumps" or to pass the call.

Now as to the actual "no trump" hands. There

are certain hands which have "no trump" written in large letters all over them, and which need not be discussed. Happy is the man who holds them often !

With four aces, you of course declare "no trumps," whatever the rest of your hand may be; and three aces, even with a *carte blanche*, is generally accepted as a *jeu de règle* "no trump."

Beyond these, there are two classes of "no trump" hand which frequently present themselves, and which merit discussion.

The first is a hand protected all round, with no great strength in any suit—say, ace and two others in two suits, king doubly guarded in the third, and queen, knave, and two others in the fourth. This hand does not contain in itself any great trick-making power, but it is nevertheless a very useful hand, as you are almost certain to be able to bring in any long suit that your Dummy may hold before a suit is established against you, and you can cheerfully declare "no trumps" on it every time, with the certainty of winning in the long run. You must remember, however, that the strength of this hand lies in the fact of every suit being defended. It would be a risky declaration with the same amount of picture cards, but one suit undefended, say :—

- ♠ Queen, knave, seven, two
- ♥ Ace, king, six
- ♣ Ace, eight, three
- ♦ Nine, eight, four

This is not nearly as good a hand as the other, although it has more certain tricks. It is very near the border-line, and many players would pass on it; but, with the assistance of an average hand from Dummy, it ought to work out all right, and "no trumps" should be called on it at the score of love-all.

The other common variety is when you hold one long established black suit, such as six or more headed by the tierce major, and one or two likely cards of entry—say, one other ace, or two kings guarded, or a king and a queen knave suit. You have the great advantage of being led up to at the first and blind lead, and, to my way of thinking, six or seven of an established suit, with one other probable card of entry, is a hand on which "no trumps" should always be declared at the score of love; but the suit must be *thoroughly* established—the tierce major at least, at the head of it, is a necessity. You only have to get in once with this hand to be sure of the odd trick at least, and when you are very weak in the other suits your partner is all the more likely to hold a card of entry in them, and then off you go with six or seven tricks. It may happen that your partner is entirely void of your suit, and unable to put you in; but such extreme possibilities need not enter into our calculations.

If your one long suit is hearts, or even diamonds, it would be foolish to risk disaster

when you hold the certainty of a good score with a little assistance in other suits from Dummy. In that case, make your strong suit trumps, and hope that, if you cannot get to 30, you may be able to arrive within measurable distance of it.

We now come to the hand when you hold strength in all four suits, but no ace.

I have heard players of considerable experience say that they have never declared "no trumps" without an ace. I have, and I hope to do so again if I get the chance. All four kings, with a little extra assistance in one or two suits, such as a queen and a knave, is an undoubted "no trump" hand.

Certainly, you run the risk of finding 100 aces against you in one hand, but the risk of this is very small. There is so much importance attached to aces by many players, and so much misunderstanding seems to exist as to the chances of one's partner holding them, that I will give the actual figures.

When you have no ace among your thirteen cards, there are 81 different ways in which the four aces can be distributed among the remaining three hands.

In 65 of these your partner will hold one or more, in 33 cases he will hold two or more, in 9 cases he will hold three or more, and in one out of the 81 ways he will hold all four.

The mathematical odds against any one of

the other three players holding all four aces in his own hand are 114 to 1; therefore the odds against either of your adversaries holding them all are 113 to 2, or $56\frac{1}{2}$ to 1.

When you hold one ace yourself, it is nearly 5 to 2 on your partner holding at least one of the others; and when you hold two aces yourself, it is even then 5 to 4 on your partner holding one or both of the remaining two.

If you will study these statistics carefully, and consider the chances represented, you will, I think, agree with me that too much importance is generally attached to the holding of aces in declaring "no trumps" on an original hand. Aces are very useful cards, but they are not everything, and they only represent one trick each.

One constantly sees players, who consider it their bounden duty to declare "no trumps" with three aces and little or nothing else, pass a hand with two aces and a king, queen suit, under the impression that it is a weaker hand. But is this so? Your ace can make but one trick, whereas your king, queen suit must make one, and will make two tricks, unless the ace is over you, which is a 2 to 1 against chance; and for purposes of establishing or defending the suit, the king, queen is certainly the more valuable of the two. True that your three aces count 30 above the line, but the real value of a hand lies in what it will make below the line, not in accessories upstairs.

The three-ace "no trump" with nothing else is, as I said before, accepted as a *jeu de règle*, and it is about the only *jeu de règle* at Bridge ; but, personally, I consider it a very doubtful call, and I infinitely prefer a moderately good all-round hand, with two or even with only one ace.

I do not propose to give a schedule of justifiable "no trump" hands, as there can be no hard-and-fast rule laid down for it.

Take it as a general rule—and a golden one—that whenever you can see a probability of getting the odd trick, and a possibility of winning three by cards *with the assistance of an average hand from your Dummy*, you should declare "no trumps" fearlessly, and hope for the best.

Let your first consideration, on looking at your hand, be always whether you can declare "no trumps," and never entertain the thought of what will happen if your partner has a bad hand.

Why should he have a bad hand? You are perfectly entitled to place him with an average one, and you should base your calculations on that.

You should never mind chancing one suit, even if entirely void in it, with real strength in the other three ; but chancing two suits is another matter, and it is only justifiable under exceptional circumstances, such as the one-suit declaration, which we discussed on page 11. Another case in which it is sometimes advisable, is when you have such strength in both the red suits that a

black suit declaration is practically a certainty if you leave it to your partner.

Say that you hold ace, king, and two others, of both hearts and diamonds; or ace, king, and two other hearts, and ace, queen, and two other diamonds; and nothing in the black suits. This is not a bad hand, as it has strength in both the valuable suits; yet it is not strong enough to declare a red suit on, and, if you pass it to your partner, he is almost certain to make spades, or at best clubs, and you lose all the attacking power of your deal, although you hold a hand of some value; therefore declare "no trumps" on it, and risk the two black suits.

If your partner (which is very improbable) should hold sufficient strength in either of the red suits to have made it trumps, you must have entire command of that suit; and, with the hand that you hold, you may fairly reckon on his having considerable strength in one at least of the black suits. If one or both of your ace, king suits are black ones, however, pass the call, in the hope of a strong red suit declaration from your partner, in which case your aces and kings are as valuable as trumps. That consideration of what your partner is likely to do is a very important one, and when you see that there is little chance of his being able to declare anything but a black suit, you must risk a little more in making a declaration yourself, if your hand is at all above the average.

The call of "no trumps" has a sort of terrifying effect upon your adversaries, which the call of a suit does not possess; and also, that first blind lead up to you is such a great advantage.

If the Dummy hand was exposed before a card was played, as at Dummy Whist, there would be many less "no trump" calls, and quite rightly so.



SUIT DECLARATIONS.

Having made up your mind that you are not strong enough to declare "no trumps," you now see whether you are strong enough to make a suit declaration. In America, it is the established custom to leave the call to your partner, unless you can declare "no trumps" or hearts; but among English players a little more latitude is allowed, and diamonds is held to be a legitimate original declaration.

HEARTS.

With great strength in hearts, such as four by honours; five to ace, king, queen; or six to two honours, you must declare hearts, however weak the rest of your hand may be.

With five hearts, two honours, or any six hearts and moderate support in plain suits, such as two kings guarded, or a king and a queen, hearts is the right declaration, although not a very strong one. Four hearts, with ace, king, queen, or king, queen, knave, and a fairly good hand in other suits, is also a heart hand; but here you must be getting very near to a "no trump," which is far preferable.

There is no greater pitfall in Bridge than a light heart declaration, such as five to one honour, or five to queen, knave, and little else in the hand; yet it is a very common declaration, and some players cannot bear to pass a hand with it. A partner who makes very light "no trumps" is infinitely preferable to one who makes light hearts, or worse still, light diamonds.

When you make an original red suit declaration, you are marching out to attack, and the odds should be very considerably in your favour. You ought to have a certainty, or very nearly a certainty, of at least five tricks in your own hand, to make an original suit declaration. If you have less than five, you are trusting to your partner's hand to do nearly as much as yours, and guessing at his suit.

Here, again, the consideration of what your partner is likely to do, if you leave it, sometimes comes in strongly. If you hold no ace yourself, there is always, whatever your other cards may be, the chance (only 8 to 1 against) of his holding three or even all four aces, and declaring "no trumps," when any good cards that you hold become very useful, and have their value nearly doubled.

But supposing you hold ace to five hearts, ace, knave, and two other diamonds, and nothing in the black suits. This is a weak heart hand; but, if you pass it, the trump is almost certain to be clubs or spades, in which suits your hand is

quite useless; so you had better declare hearts, and hope that your partner can give you some assistance.

With four by honours in your own hand, you should always declare hearts, as 64 is too much to give up, unless you have three aces and a strong "no trump" hand, when you can afford to sacrifice a certain amount above the line for an almost certain good score below it.

DIAMONDS.

As regards an original diamond call, my own inclination is strongly towards the American idea, that it can never be right at the commencement of a game, unless you have a very strong hand indeed. You require five by cards to win the game from love, when diamonds are trumps, and five by cards is a very large order.

With four by honours in your own hand, and moderate assistance in other suits, you should declare diamonds, as you would be sacrificing too substantial a substance for a shadow if you passed on it; but with five diamonds to ace, king, or six diamonds headed by the knave or queen, and little else, you have not even the substance; yet hardly a day passes that one does not see diamonds declared on such a hand, and then the dealer says, "I was obliged to make diamonds trumps, because I had six," or "because I had five to ace, king." I fail to see the obligation.

Six diamonds with one honour—say, the queen

or knave—represents a probable three tricks in your own hand; and surely that is not enough to take the responsibility on to your own shoulders, and to try to win the game on.

I own that it is annoying if you pass such a hand, and your partner has to make a weak spade, holding, perhaps, two honours in diamonds; but, in the long run, an original diamond declaration, excepting with very great strength, does not pay, and that is the consideration that you have to look at.

You should have much greater strength to declare diamonds than to declare hearts, because it takes five by cards instead of four to win the game; and the difficulty of winning five by cards, as against four, is a good deal more than the proportion of five to four; also there are two more valuable declarations that your partner may make, whereas, when you have a heart hand there is only one higher declaration left to hope for.

With six diamonds and two good honours, it is always advisable to make them trumps; but I am strongly opposed to the somewhat prevalent idea that diamonds should be declared with any six—say, six to the knave or ten, and no other strength in the hand. It cannot be an attacking hand, and you may be doubled and lose the game on it. You had far better give your partner a chance, and see what he can do.

The objection to such a declaration is not only that your partner may be able to do better, but

also that you are making an expensive declaration without sufficient probability of being able to gain by it. You have only a moderate hand, and if your partner has a bad, or even a moderate one, it is better for you to play for two points a trick than for six.

With five diamonds to king, queen, and two good honours in hearts, you should declare diamonds, because the chance of your partner holding a strong heart hand is very much less; nor is he likely to make "no trumps" on a passed hand without strength in the red suits. With equal or nearly equal strength in the two red suits, you should declare hearts at the score of love rather than diamonds, as you will want one less trick to get to game or to 24 if you find assistance in your Dummy, and you are just as likely to find strength in the one suit as the other.

BLACK SUITS.

One of the earliest maxims that we were taught on the introduction of Bridge, was that under no circumstances was a black suit to be made trumps by the dealer at the score of love, because there is no possibility of winning the game on it. Lately, however, several good players have shown a strong inclination to depart from this rule when they hold a very strong club hand and nothing else—such a hand as four by honours, with two or three more clubs, and not another picture card. Here you have a certainty of the odd

trick at least, and 32 above the line on your club declaration, while if you leave it to your partner he will probably declare a red suit, and unless he is very strong you will wish that you had kept the reins in your own hands ; on the other hand, he may declare a "no trump," when your long suit of clubs will be of the greatest value.

It is only when you have a certainty of the odd trick, or at least six tricks and a substantial honour score, that this declaration is defensible ; and even then, should your partner put down a "no trump" hand or a very strong heart hand, there will ensue some "cussing," mental or audible, as the manner of the man may be. It is at best a very doubtful declaration, but it is adopted sometimes by good sound players, and therefore is deserving of mention, although it is not to be recommended to the beginner.

There was a clever little book published last year in India, called "Bridge Conventions, by John Doe," in which the author strongly advocates an original black suit declaration on a weak hand. He says : "Unless you have six cards of a red suit, declare a black suit as dealer on your own hand if you have less strength than one king, or two queens, or four knaves." Much as I like a great deal in the book, I cannot approve of this. It seems to me to be accepting defeat before you have brought half your troops into action.

You may suffer by passing on such a hand—in fact, you very probably will do so ; but I cannot

bear giving in until I know I am beaten. Also, with very bad cards in your own hand, there is a slightly increased possibility of an exceptional hand in your Dummy, and you have too few deals in one rubber to abandon all hope of scoring on your own deal without taking every chance, even though that chance may be, and is, a poor one.

Again, by an original spade declaration you tell your adversaries that you have an absolutely worthless hand. After the first card is led the Dummy hand is exposed, and then they are almost playing with the cards on the table. They will probably double you to begin with, and they will certainly finesse everything against you, and cut you to pieces, till you will wish that you had let your partner have his say, and had concealed your weakness.

Not long ago, I held a hand on which I was sorely tempted to make an original spade declaration. The hand was—

♠ Knave, ten, nine, eight, six, four, two

♣ Nine, seven, six

♦ Seven, five, three

My first inclination was spades, as a purely defensive measure; but I refrained, and passed the call to my partner, who declared diamonds, holding—

♠ Ace, king, five

♥ Eight, seven, five

♣ Ten, five, three

♦ Ace, king, queen, knave

The king of hearts was led, and we got the Grand Slam, scoring 42 below and 88 above, with the quart major against us in both hearts and clubs.

One instance proves nothing ; but I quote this case, which occurred exactly as given above, to show what possibilities one is foregoing by an original defensive declaration.

Some articles have lately appeared in the *Field*, containing most elaborate arguments in favour of the defensive spade declaration on an original weak hand. The theory of it may be quite sound, but it is strongly opposed to the practice of all the best Bridge players of the day, and I venture to think that the latter will be found a better guide to success at the Bridge table than any amount of theorising.



THE DECLARATION ON A PASSED HAND.

When you are called upon to make an obligatory declaration on a passed hand, your task is a good deal simpler, because you have now some information as to the state of affairs. You know that your partner is not strong enough to declare "no trumps" or hearts, and that he does not hold very great strength in diamonds, but it does not necessarily follow that he has a bad hand; therefore do not lose sight of that point of 30—let it still be your goal, and, if you have a good hand, make the declaration most likely to bring you to it.

If you have three aces, always declare "no trumps," unless you have great strength in hearts, in which case hearts is a safer declaration, and you will probably have as good a chance of getting four by cards in hearts as three by cards in "no trumps." You must remember that the value of an exposed "no trump" hand is very much less than that of a concealed one, and also that the first and blind lead will be through it and not up to it. Your adversaries can see at once where your weak spot lies, and they will attack you there, whenever they get the chance.

An unguarded king—or, as our American cousins call it, a “cold” king—will very likely make a trick in the dealer’s hand with the ace against it, but it has no chance whatever of doing so if it is exposed in Dummy. You ought to have at least one more trick in an exposed “no trump” hand than in a concealed hand.

You may venture rather more when you hold substantial strength in the red suits, as your partner has told you nothing about the black ones, and he may be very strong in them; but he has told you that he is not very strong in either of the red ones, and it is extremely risky to declare “no trumps” on a passed hand when your weakness lies in the red suits.

The one-suit “no trump” that we spoke of, on page 11, should also be made on a passed hand; but it requires at least one *certain* card of entry, and that should be in a red suit.

If you have six or more of an established black suit—that is, a suit with at least ace, king, queen at the top of it, and one red ace, go for a big game boldly, and declare “no trumps,” even if you have nothing else above a seven; but, if the one suit is either hearts or diamonds, adopt safer tactics, and go for a certainty of a score.

Failing “no trumps,” look carefully through your hand and decide whether your game is to be offensive or defensive, knowing as you do that your partner has not got more than an

average hand, but probably has less. If you can see a fair probability of five tricks in your hand on a red suit declaration, make it ; if not, adopt defensive tactics and declare a black suit. Above all things, avoid a light red suit declaration, such as five headed by ace or king, and not much else in your hand.

It is absolutely courting disaster to declare hearts with such a hand as—

♠	King, nine, six
♥	King, ten, eight, five, four
♣	Knave, eight
♦	Ten, seven, six

Yet how often does one see it done. This is a spade hand, and nothing but a spade hand.

Too much stress cannot be laid on the fact that there is no such thing as a hand "too good for a spade."

If you have not an attacking hand, with a good balance of probability in your favour, then get out with the least possible loss, and declare a black suit; and if there is any question between the two black suits, let it be always spades. Under no circumstances can your opponents win the game from love on spades, unless you re-double ; but clubs doubled become as valuable as hearts, therefore do not be tempted to declare clubs, because you have, perhaps, only two little spades, and four or five clubs without a trick outside them.

The value of the spade suit has nothing whatever to do with the call of spades ; it means that you have a bad hand, and take the least possible loss, that is all.

I once made spades trumps without one in my hand at all. The hand was five little diamonds, four little hearts, and four little clubs, and the least danger seemed to be, and was, a spade declaration ; if I had made either diamonds or clubs we should have been doubled and lost the game.



DOUBLING.

Doubling was far more common in the early days of Bridge than it is to-day. In this, as in so many other points of the game, experience has taught its lesson.

The one form of doubling which has increased rather than decreased with experience, is doubling a "no trump" call when you hold one long established suit, and have not the lead. If you do not double, it is quite certain that your suit will not be led to you, and it will be practically useless. With six or more, headed by the tierce major, and without the lead, always double, with your opponents' score at love, on the chance—not a very sound one, but still worth taking—that your partner will lead you your suit.

In America, it is obligatory to lead a heart in answer to a double of "no trumps," but in England the practice is for the leader to open his weakest suit, unless he holds an ace, when he leads that out, and has a look at the exposed hand. The American system narrows the game very much, as you can never double a "no trump" without the lead, unless your suit is hearts, or you hold the ace of hearts in addition.

Even with six and the entire command of a

suit, you will very possibly lose the odd trick if your suit is led to you ; but you will have saved the game, and it is worth risking a larger loss to achieve that.

Of course, if it is your lead, you will not double with six tricks in one suit, and nothing else, as the game is safe, and you do not want to give your opponents the chance of getting to 24 ; but with seven or more to tierce major, always double, with the lead or without. A good all-round hand is very dangerous to double "no trumps" on, however good it may be, as the dealer may, and probably does, hold one very long suit with two or more cards of re-entry, and will almost certainly bring it in against you.

To double an original suit declaration, you must be very strong indeed, much stronger than the occasion seems to require—in fact, you should have nearly, if not quite, a certainty of the odd trick in your own hand. Even supposing you hold ace, queen, ten, to five trumps, and other useful cards, you may find your partner with absolutely nothing, and lose the game where it could easily have been saved if you had not doubled.

Do not forget that you have not the last say. Either of your opponents has the right of redoubling, and you may be letting yourself and your partner in for serious loss. Again, when you double, you afford very valuable information to the dealer ; he will finesse against you to any

extent, and force you to lead up to him, and take a great deal of the value out of your hand.

One particularly pernicious and very common form of doubling, is when the dealer at the score of 24 declares hearts or diamonds, and you have a good hand over him, but a hand that you would not think of doubling on at any other point of the score. You argue that, as one trick will give him game, you may as well double on the chance of getting on a bit; but just think a moment of the information you are giving to the player of the two hands, and what use he can make of it. You tell him where the strength in trumps lies, which is the very information you should, above all things, try to conceal.

I have seen many and many a game, which could easily have been saved, lost by this double. Even if your score is 18, and your opponents' 24, hesitate before you double, especially if you have already won one game. If you save the game this time, it will be your deal next, and you will only require six to win the game and rubber.

Doubling spades is quite another story. Your adversaries have now assumed the defensive, and it is for you to attack if you are strong enough. Four spades to an honour, with a fairly good hand, is enough to double on, and you can even double on less than four with a very strong hand in plain suits.

At the beginning of a game, it is of great importance for you to get to 6, if you can, on

your opponents' deal. Your deal comes next, and if your score is at 6 or more, you have one trick less to get in order to win the game, in either "no trumps," hearts, or diamonds. Consequently you can afford to run a certain amount of risk in doubling in your endeavour to score 6 or more. If your opponents win two by cards, and score 8 instead of 4, there is no very great harm done ; whereas, if you can score 8 instead of 4, there is very appreciable good done by your double.

RE-DOUBLING.

At the first introduction of Bridge, there was no limit to re-doubling, and it was possible for two rash and obstinate men to go on doubling against one another to any extent, thereby letting their unhappy partners in for playing for points that they never dreamt of. Now, at the Portland and many other Clubs, the limit has been fixed at 100 per trick, and it is only in very rare cases that this limit is reached.

The subject of re-doubling can well be left to the sense, or want of sense, of the player ; but there is one case which deserves mention. If your partner, being a reliable player, makes an original suit declaration which is doubled, and you hold nothing whatever in trumps, even Chicane, and a strong playing hand, you should unhesitatingly re-double, as the situation is quite clear. Your partner and the doubler are both

very strong in trumps, and entirely command the trump suit between them, and the result of the hand will depend upon whether you or your other adversary have the best outside cards. You being very strong, it follows that the fourth hand must be very weak; and, even allowing that the doubler is able to beat your partner in the trumps, your good cards will easily turn the balance in your favour, and, if the original call was hearts, one odd trick will win you the game.



PLAYING TO THE SCORE.

Playing to the score is of the highest importance, more so than at any other card game, because Bridge offers so many varieties of play at different points of the score. There are two cardinal points short of 30, or actual game, and these are 6 and 24 ; next to these comes 18, and beyond that again, but of minor importance, 12, 14, and 22. No other point in the score is worth thinking about.

Your first aim on your own deal should be to get to 30 ; but you can often see, as soon as the Dummy is exposed, that 30 is an impossibility, although you are sure to be able to score something.

When this is the case, devote all your energies to getting to 24, if possible ; but first make sure of scoring 6, and never run any risk of letting your opponents score 6 on your hand if it can be by any means avoided. When they are already at six, they require one trick less in every strong call to win the game, *and their deal comes next.*

You are practically no better off with your score at 8 or 10 than you are at 6, and you are little better off at 16 than at 14, or at 20 than

at 18; but you are considerably better off at 12 or at 18, or still more so, at 24. If you get to 24, and your adversaries fail to win the game on their next deal, you are well within sight of home. You now require only the odd trick in "no trumps," hearts, or diamonds, and a good club, or even a strong spade, will get you out. If you have got to 6, you are one trick nearer home, whatever you make trumps, supposing that you hold an attacking hand; and that one trick in "no trumps," hearts, or diamonds is one-third, or one-fourth, or one-fifth of the game, and this is a very large percentage.

You should keep these two points of 6 and 24 always before your eyes, and never fail to play for them yourself, and to keep your opponents off either of them for all you are worth. That 6 scored to you or to your opponents on the first hand is of infinitely greater value than the 12 points that it appears to represent; it is quite possible that it may make the difference of the ultimate destination of the rubber.

The minor points of 14 and 18 are very useful, in that they will enable you to win the game with two by cards in hearts or diamonds respectively, and at the point of 18 one trick in "no trumps" or three by cards in clubs will land you where you wish to be, while at 22 you only require one trick in hearts or two in clubs; but all these points, though useful in themselves, are subservient in value to the two cardinal points 6 and 24.

In the chapter on "The Making of Trumps," we treated only of the make at the score of love-all, but you will often be called upon to make trumps when you have already something to your credit below the line. Always ascertain the exact state of the score before you make your declaration, and be guided a good deal by your own score, and sometimes by your opponents' also—for instance, with nearly equal strength in hearts and diamonds, if your score was 16 and your opponents' 18, you would declare hearts; but, if your score was 18 and your opponents' 16, you would declare diamonds, as you would require two by cards and they would require three to win the game; whereas, if you had made hearts, two by cards would win the game for either side.

Whenever you can see a strong probability of winning the game on a black suit declaration, make it first hand without hesitation. No matter if your partner could have made a more valuable trump, on which you would have won a few more points; if he has anything like a good hand, you will win the game on your declaration, and winning the game is your primary object.

If you hold a fairly good all-round hand, protected in every suit, but with no great strength in any one, you declare "no trumps" at the score of love or in the early stages of the game; but with your score at 24 you should leave it to your partner, as you are sure to win the game if he has anything like a good suit, and you do

not risk disaster should you find him with a very bad hand. At the score of 18, however, you should declare "no trumps" on such a hand, as one trick will win you the game, and your partner's best suit may be a black one which would not quite do it.

The objection to an original diamond declaration is removed when your score is at 12 or upwards, as you then only require three by cards, and that is quite within the range of an ordinary good hand, whereas it requires quite an exceptional hand to win five by cards.

When your score is 24, one trick in hearts or diamonds will take you out, and you should declare either red suit at that point, with a good chance of the odd trick, on a hand which you would unhesitatingly have left at the beginning of the game; but there should be a strong probability of the odd trick. You must remember that your opponents will double you more readily when you only require one trick; and, if you make a rash declaration simply because you are at 24, you may find yourself losing the game instead of winning it. One constantly sees very forward declarations made when the other side are at 24 or more, and many a game has been lost thereby.

It is a very great mistake to make a rash or even a forward declaration because your opponents are within a few points of the game, unless they have already got a game to their credit. In that

case, if they have won one game, and have reached 24 in another, matters are indeed in a parlous state, and you must then harden your heart and have a dash for it if you have anything of a hand, and you should make the lightest "no trump" that your conscience will permit of; but there is all the difference in the world between their being a game and 24 up, and their being 24 up without having won a game.

If it is the first game of the rubber, or still more, if it is the second game, and your side has won the first, you should rather be more than ordinarily careful about your declaration with your opponents at 24, and give them no chance of getting out on that hand, if you can possibly avoid it.

Take the case where you have won the first game, and the other side have made 24 on their deal: if they can get the six that they require on your deal, they will hold a strong advantage. The score will be one game all, but they will have the first deal, or, in racing parlance, the first run; and, if the cards come at all evenly, they will win the game and the rubber. On the other hand, if you can keep them from making that six, they will have to utilise their deal to get the few points that they require—possibly wasting a "no trump" hand—and then, when they have won the game, the score will be "games all," but the advantage will be all your side instead of theirs, as you will have first run.

If it should happen that your partner leaves the declaration to you at the score of "games all," and both sides at 24 or more, you should make your best suit, whatever it may be, even if it is no better than knave and three small diamonds; but if the other side have not won a game, let your declaration be strictly defensive. If their score is 26, and you have a bad hand, declare spades, as they will then require two tricks to get out; if they are at 28, however, one trick in spades will put them out, so you must then declare your best suit whether they are a game up or not.

We have spoken of having a dash to try and get out of a tight place, but even this should be tempered with reason. It is worse than useless to make an absolutely wild "no trump" on a passed hand, possibly with no more than two tricks in it, because your opponents are within a few points of game and rubber. It is better to accept the inevitable, and to die as cheaply as possible, if you must die; but always remember that, even when your opponents are at 28 and have the deal, they are not *certain* to be able to get the necessary two points—in fact, sometimes that two seems to take more getting than a much larger score.

A most instructive case of this occurred not many weeks ago at a certain London club which shall be nameless. The luck was going all one way, and one side had won a game and were 24

up in the next, while the scoring sheet of the other side was blank. The losing side had the deal, but could declare nothing better than spades, which were doubled. Towards the end of the hand the dealer had won five tricks, and consequently wanted only one more to save the game, when a suit, of which he held the best card in his own hand, was led through him. He hesitated a moment, and then played a smaller card, saying, as he did so, "I could save the game, but it will be cheaper to lose it." "Oh, no, you don't," said his left-hand adversary, and deliberately refused to win the trick, and with it the game and rubber.

There is a saying that "the fates never forgive," and it was carried out to the letter in this case. The luck changed as if by magic, and the player who refused to win the game when he had the chance, not only failed to win it on his own deal, which came next, but lost that game and eventually the rubber. This actually occurred, and was a real object-lesson both to those who took part in it and to others who were looking on; and the moral of it is, that a game is never lost until the time arrives to add up the score.



THE FIRST LEAD.

Against a "no trump" call always lead from your numerically strongest suit, whatever it may be. This is a rule from which there should be no departure. You must necessarily hold four at least of one suit, and you should open that suit even if it is no better than two, three, four, five. You cannot hope to do any good with it, but you will do less harm in the long run, and stand less chance of leading right into the dealer's long suit, than if you lead what may or may not be a strengthening card to your partner, and also you will not be deceiving your partner; he will probably be able to see that your suit is a weak one, and he will use his own discretion as to whether to continue with it or to open his own long suit. We will hope, however, that you have some sort of useful suit to lead from.

Holding three honours in your suit, it is nearly always right to lead one of them; even with ace, queen, ten, the ten will be found to be the most advantageous lead, as it ensures your having command of the suit after the second round.

With ace, king, queen, and others, lead the queen, followed by the king.

With king, queen, knave, and others, lead the king with four, and the knave with five or more, as in the latter case you want your partner to get out of your way at once, should he hold the ace.

With queen, knave, ten, or any lower sequence heading the suit, lead the highest of the sequence.

With ace, queen, knave, and others, lead the queen, more especially if you have no other card of entry. This is an important and most useful lead, and should be carefully remembered, as a game may often be saved by it. The king will win the first trick, and you will then have command of the suit whenever you or your partner can get in.

If the king does not come out on the first round, and is not in the Dummy, continue with the ace; and, if your partner holds the king guarded, he will grasp the situation, and throw it on your ace.

If you lead the ace, followed by the queen, as at Whist, your partner may block you on the second round, holding king and one other; or, if the king be against you, as it probably is, your partner will very likely have no other of the suit to lead to you when he gets in. Again, if the king, doubly guarded, lies on your left, in the Dummy, the dealer is in great doubt whether to cover the queen led or to take the chance of the ace falling on the second or third round; if he passes the queen, continue with the knave.

With ace, knave, ten, or king, knave, ten, lead the knave, so as to give your partner the chance of finessing should he hold the ace or king, and the queen be in Dummy. If the queen is not in the Dummy, and your partner holds ace or king, he will win the first trick and give you the finesse on the second round.

With ace, king, and others, lead a small one, unless you have at least seven; and even then, if you have no possible card of re-entry, a small one is your best chance of doing any good. Your suit is bound to be established with the loss of one trick, and the chance of clearing the suit with two rounds is very small, even when you hold seven.

With ace, king, knave, and others, still lead a small one, unless you have six or more, when you can take the chance of dropping the queen if you feel so inclined. If you lead the king, and wait for the finesse, you have to open a fresh suit at a great disadvantage; and also, in leading a small one, you have the chance, although it is a faint one, that the queen may be in Dummy, and your partner may make the ten on the first round.

With king, queen, and others, always lead a small one, unless you have seven, when the king is the best lead.

With king, queen, ten, and others, many players lead the king; but I think the balance of gain is in favour of leading a small one with less than

six. If your partner holds either ace or knave, the small card is certainly the best lead. If the dealer holds ace, knave, and another, he will pass your king, and you will then have to lead up to his major tenace. If the ace and knave are both in Dummy, they must both make if you lead the king; or if the knave doubly guarded is in Dummy, and the ace in the dealer's hand, they must both make. The only position in which you gain by leading the king is when the knave is singly guarded in either of your opponents' hands.

The best lead with many of the above suits depends a great deal upon whether you have a card or cards of re-entry in your hand or not. If you are pretty sure to get in again, you can play a bolder game and lead out winning cards, such as ace, king to six; whereas, if you have no possible re-entry outside your own suit, you must give away the first trick, in the hope that your partner may be able to get in and lead you back your suit, when you can do some substantial good.

When opening a five-card suit against a "no trump" call, many players still adopt the Whist lead of the penultimate card; but I am firmly convinced that this lead is disadvantageous at Bridge—the information afforded is so much more valuable to the adversary who is playing the two hands than it is to your partner. The only case in which it can be useful is when your

partner holds four of your suit, and at once begins to unblock; but, when you hold five or more of one suit, the chances of your partner holding four are very small, and even then he knows that you have four at least, so he can unblock with safety, unless one of the other hands is altogether void, which must be disclosed on the first round. On the other hand, the knowledge may be of great assistance to the dealer. Suppose that he holds ace and two small ones, and there are three in the Dummy: he can stop your suit with his ace on the second round, knowing that your partner has not another to put you in with; and, in addition to this, it helps him to count your hand towards the finish, and to finesse or not to finesse against you, as the case may be.

When you hold two suits of the same numerical strength and nearly the same value, you should open a red suit rather than a black one, as there is less likelihood of the dealer holding great strength in it, especially if he has passed and the "no trump" has been declared by his partner. Also, a suit with two cards in sequence at the head of it, is better to open than a suit headed by a tenace—for instance, queen, knave, and two others is a better suit to open than king, knave, and two others.

These leads, against a "no trump" declaration, are so important that we will give a list of them.

From a suit headed by

Ace, king, queen	lead Qn, followed by king
Ace, king, with seven	„ King
Ace, king, with less than seven ..	„ Small one
Ace, queen, knave	„ Queen
Ace, queen, ten	„ Ten
Ace, knave, ten	„ Knave
Ace and any other combination ..	„ Small one
Kg, qn, knv, and one other.....	„ King
Kg, qn, knv, with five or more...	„ Knave
King, queen, ten, with six	„ King
Kg, qn, ten, with less than six...	„ Small one
King, queen, with seven	„ King
Kg, qn, with less than seven ...	„ Small one
King, knave, ten	„ Knave
Queen, knave, ten	„ Queen
Queen, knave	„ Small one
Knv, ten, nine, or lower sequence ..	„ Highest of sequence

If your partner doubles “no trumps,” you must abandon your own hand entirely and play for his, by leading your weakest suit, unless you hold an ace, in which case you should play it out at once, and have a look at the Dummy; and you can then make pretty sure which suit he has doubled on. If you have no ace, and two suits of comparatively equal weakness, you should lead a red suit in preference to a black one.

We now come to what is, in my opinion, the most important point in the whole play of the cards at Bridge—namely, the original and blind lead up to a heart or diamond declaration.

In Whist, the original lead was always from the numerically strongest suit, and some players

seem to have this idea wedged so firmly into some corner of their minds, that no amount of experience will fetch it out. The amount of money lost in one year by the original lead from four or five, headed by the king or queen, up to a red suit declaration, would go a long way towards endowing a hospital for wounded soldiers.

When hearts are declared against you at the score of love, you require only four tricks to save the game, and a king guarded in your hand when you have the original lead, is an almost certain trick, unless the ace is over you in Dummy—that is to say, its value represents nearly a quarter of your primary object on that hand if that suit is opened by anybody but yourself.

The object of leading from your numerically strongest suit at Whist was to endeavour to establish that suit when trumps were exhausted, and to “obtain for your own small cards a value which does not intrinsically belong to them” (*vide* “Cavendish on Whist”). But what earthly chance have you of doing this when the strength in trumps is declared against you before you start?

Let me repeat here what I said on page 1. At Whist, both sides start on equal terms; but at Bridge, the dealer is attacking and the leader is defending, and it behoves the leader to play a strictly defensive game. Remember that the first lead is the only blind one; after this, you

know what is in the Dummy, and you can play accordingly; but your first blind lead against a red suit declaration should be always the one that is likely to do your side the least possible harm. Ace, king, or king, queen, or queen, knave, ten, are excellent suits to open, as you can take a look round without parting with the command of the suit. Never open a suit headed by king, or king, knave, or queen, ten, up to an original red suit declaration. You must have something else that you can lead, and I would sooner open a four, five, six suit than one of these.

Practical experience has taught us that one of the very best leads against a strong suit declaration is a singleton, let its opponents say what they will—supposing, of course, that you have some little trumps.

It does not always come off, but many and many a game is saved by it which could never have been saved with any other lead; and bear strongly in mind that saving the game is your first object.

At the risk of seeming to repeat myself, I must say again here that when your opponents' score is love, and they have declared hearts, to get four tricks should be, above all other considerations, your ambition. Never mind if you lose a trick more that you might have avoided losing; you have saved the game, and you "live to fight another day."

We have all seen games lost because a player would not dash out a winning card to secure that most important saving trick. What happens? The dealer gets in, plays out winning cards, gets one, or perhaps two, discards in the other hand, and your winning card is trumped. With a strong game against you, the only policy for you to adopt is a "picking-out" one—to get every trick you can as quickly as you can, until you have obtained that invaluable fourth or fifth trick; when that is safe, it is time enough to see what else you can do.

To return to the original lead. If you have a singleton and two or three little trumps, lead out your singleton. Your partner, by the light of his own cards and the exposed hand, can generally appraise the situation, and will force you on the first opportunity; and also your lead may give him a valuable opportunity of finessing. If he has nothing in the suit, you still have not done much harm, as the winning cards of it, backed up as you know they are by trumps, must make if against you.

The reason that a singleton was such a bad lead at Whist, was from the danger that existed of your partner being strong enough in trumps to get them all out, and then give you back your original lead, when the fat was in the fire with a vengeance; but that danger does not exist here, since you know that the preponderance of strength in trumps is not with your partner.

You have to lead something, and if you have not a singleton or any suit such as king, queen, and others, which you can lead without parting with the command, or a suit headed by a sequence such as knave ten, lead a weak suit. Avoid, above all things, leading from a protected suit in which you have a good chance of winning a trick on the second or third round if it is opened by your adversary.

If you have to open an ace suit, lead out the ace with four or more, and a small one with only three. I rather like the original lead of a small one from ace and two others, as it gives your partner a chance of making the queen if you find the king in the Dummy, and still you do not part with the command ; but with ace and three others there is too great a chance of your ace being trumped on the second round to risk not making a trick with it. Another useful and very un-Whist-like lead is queen from queen and one other. This, again, can do no harm, as your queen is valueless if the ace and king are both against you ; whereas, if your partner holds either or both, you may help his hand considerably.

With ace and king only, lead the ace first and then the king, and your partner will understand that you have no more, and wish to be forced. With ace, king, and others, or king, queen, and others, lead the king.

The one important, and very important, fact to bear in mind is that your first lead should be

purely protective. Try to do as little harm as possible before the Dummy is exposed.

When your partner doubles, you should lead him your best trump at once if the call was left to Dummy, but not if the calling hand is over him; in that case, lead your best suit. You are no longer defending; you have now come out of your trenches and assumed the attack, and you should play a forward game. When spades are doubled, however, it is not obligatory to lead a trump, as it frequently happens that your partner has doubled quite as much on his playing cards as on his trumps, and you must be guided a good deal by your own hand.

When the trump has been made by Dummy, and you have a fairly good hand out of trumps, but only one or two small trumps, not at all a bad lead is a small trump through. You cannot do much harm by leading through the declared strength, and you may possibly stop the weak hand from getting in a ruff; also it frees you from the great disadvantage of having to open a suit blindly, about which nothing is known; but even here, holding an ace, king suit, it is better to lead out the king first, and have a look round.



THE PLAY OF THE HAND.

THE DEALER.

Very little can be written as to the dealer's play of the twenty-six cards which he has under his charge ; it must necessarily be left a good deal to such individual intelligence as he may happen to possess.

A very few hints, however, can be given which may be of considerable use to the beginner, although they will be as "A B C" to the regular Bridge player.

When you have to play a "no trump," you can form a very shrewd idea as to the issue of the hand as soon as the first card is led and the Dummy hand exposed. Do not be in a hurry to play to the first trick, but wait a few moments and review your forces. Study the two hands carefully, see where they will combine to your advantage, note where your weakness lies and what finesses are available if required, and then and there make up your mind what game to go for—whether you will try to win the game, or only to secure the odd trick ; and, in some unhappy cases, whether you can succeed in saving the game. You will very likely be obliged to change your

tactics as the game develops, but from the first start of the hand you should always have a plan of campaign in your head, either offensive or defensive.

You will find that few moments' pause, at the beginning of the hand, of immense service to you, and it will enable you to play your cards more quickly when once you start, and to have a better grasp of the game all through. When you have to abandon your original plan owing to the placing of the cards, adopt another plan at once, and always be sure of what you are going for. Do not go on vaguely playing out cards to see what will happen, without any idea of what you are going to do next, or of what is likely to be the result of the hand.

If you can see a certainty of winning the game, take it at once, and risk nothing; but you will not often find yourself in this happy position. More often you will have one or other of two common types of "no trump" hands. The first is, when you will probably win the game if you can prevent the original leader's suit from being brought in against you; and the second is, when you are well protected in the suit originally led, and you have a certainty of perhaps six tricks, and you must get the other three by your manipulation of the cards and your power of combining the two hands.

Directly the first card is led, you know that the leader has opened his numerically strongest

suit, and that he has four at least of it ; it is also almost a certainty that the attack will be continued in the same suit as soon as either opponent gets in ; therefore husband your strength as much as possible in that suit. If you hold the master-card of it, hold it up until you are sure that the leader's partner has not another one to put him in with. If your opponents are conservative players, who cling to the penultimate lead, you will probably be able to place every card of the suit on the second round, and you can stop the suit at once if the leader's partner has no more left. If the leader has a card of re-entry, you cannot help his bringing in his suit, but you can finesse against him, and make it difficult for him to get in unless he holds an ace. When you get in, go at once for the suit which you have the best chance of establishing in either hand ; or if you have an already established long suit, play it out to the end, and watch carefully your opponents' discards. You can often gain valuable information in this way as to the position of high cards which are against you.

It is always better, *cæteris paribus*, to take a finesse in the second round of a suit rather than in the first, as you have the additional chance of dropping the card finessed against ; but when you are able to finesse a suit in either hand, the consideration of which of your opponents you want to prevent from getting the lead, is often more important.

When there is no suit in which you are undefended, do not be in a hurry to play out winning cards, but rather go for finesses, or to make any doubtful cards good, and find out a little how the land lies. Your winning cards will not run away, but will come in very useful later on.

When your partner's hand is very weak—say, with only one card of entry—you must be careful to utilise that entry card to the best advantage by leading a suit in which you want to finesse; but you must remember that you can only finesse once. It is no use leading a suit in which you hold ace, queen, knave, and finessing the knave, if you cannot put your other hand in again, as you are no better off as regards establishing the suit if your finesse is successful. You had much better lead out the ace, followed by queen, when your own hand is in, and utilise your one lead in the other hand for some other purpose.

If you hold ace, knave, ten, and others of a suit, and the king guarded is in Dummy, you should lead the knave from your own hand; the second hand will probably cover if he holds the queen, not knowing where the ace and ten are, and your suit is at once established. If the second hand does not cover, win the knave with the king, and take the finesse the other way.

It is sometimes necessary, in order to win or to save a game, to place certain cards in one hand or the other, and to play as if you knew

they were there. When this is the case, make up your mind and go for it boldly ; do not shilly-shally about, and change your mind two or three times.

On the happy occasions when you have a very strong combination in your two hands, and a certainty of winning eleven or twelve tricks, you can often get the Small Slam, or convert the Small Slam into Grand Slam, by holding up, in your own hand, a small card of the original leader's suit, and discarding higher cards of other suits on Dummy's winning cards. When your opponents see that the game is gone beyond hope, they will give up their own suit, and keep guards to any useful card they may hold in other suits, in the hope of saving the Slam ; and very possibly you may see all the high cards of their suit discarded, until the little one that you are concealing becomes the thirteenth.

Players do not watch the fall of the small cards at Bridge anything like as closely as they did at Whist. Every teacher of the game tells one that one ought to do so, but practically one does not ; and there are very few players who would miss a four or five of a suit when playing against "no trumps." The small cards have not nearly so much value at Bridge as at Whist, and, with the exception of small trumps in a suit declaration, they do not make so large a proportion of tricks as they used to at Whist.

The players who can tell you the exact value

of the remaining cards of a suit after two or three rounds, are indeed few and far between now-a-days, whereas nearly every first-class Whist player could have done so during the reign of scientific Whist. This very fact constitutes one of the many advantages of the new game over the old—that you do not have to give the same close and concentrated attention to every pip of the cards.

Having no partner to deceive, you should endeavour to afford as little information as possible to your opponents by the play of your cards, but rather to mislead them whenever you have a chance. Play false cards from your own hand whenever you can, but play them with reason; there are occasions when a false card gives information instead of withholding it. Here is a common instance of it: you have declared hearts on your own hand; the leader, holding ace, king, and three other diamonds, leads the king; your Dummy puts down queen and two others, and you hold knave and two others; the leader continues with the ace, on which your Dummy plays a small one, and the third hand plays the ten; if you now throw the knave, the remaining diamond can be placed to a certainty in your hand. Somebody, either you or the third player, must have played a false card, and the leader knows that his partner would not do so, consequently it must be you; and he knows also that he can force his partner to a certainty,

whereas if you had played a small one the position of the knave would be uncertain, and he would perhaps hesitate to try and force his partner at the risk of giving you a very useful discard. This seems very obvious when it is pointed out, yet it is a mistake that is frequently made.

Always keep an eye on the score, and bear in mind the cardinal points of 6 and 24; and, above all things, never let your opponents get to 6 on your hand if you can possibly prevent their doing so.

It is much more important to keep them from getting to 6 than to get to 12 yourself; and, if you have a certainty of the odd trick in diamonds at the score of love-all, you should be content with that in preference to taking a finesse, which would give you two or even three by cards if successful, but would lose the odd trick if unsuccessful.

Do not be careless over tricks because you have already won the game, or are certain to win it. Make sure of winning it by all means, if there is the slightest risk of not doing so; but when there is no risk, play just as carefully to get the utmost possible as you would for the odd trick.

Here, again, Whist and Bridge differ widely. When once the game is won at Whist, the score stops, and if you get the Grand Slam after that, it does not profit you one farthing; but at Bridge every trick in every hand counts, and each extra

trick that you can manage to win, when hearts are trumps, is eight shillings, or eight sixpences, or eight times whatever your points are, to you and your heirs for ever, and there is no getting away from it. Therein lies the true reason of the better player having a greater advantage at Bridge than at Whist.

It is not because he makes better or sounder declarations than his weaker brother. The original declaration is, and must always be, a great deal guess-work. It is not because he sometimes wins, by his superior skill, a game which his weaker brother would have lost—he did that at Whist also; but it is because he consistently wins the highest possible, or loses the least possible, on each hand, *and it all counts*. There is the secret—it all counts; and also the extra 20 for Small Slam comes in just where the turn of play often occurs. On a very strong “no trump” hand, a first-class player will frequently get 6 by cards, when a less skillful player will only get 5—that is, a difference of 32 points.

Sometimes an inferior player will throw away two or three tricks, and yet win the game; but each trick missed is so many points gone beyond recall, and his gain will be proportionately less or his loss proportionately greater. The “scientific percentage” comes in more at Bridge than at any other card game yet invented.

THE PLAY OF THE HAND.

THIRD HAND.

The play of the third hand presents less difficulties than the original lead, because he has the light of the exposed Dummy hand to guide him ; but, when "no trumps" are declared, the play of the third hand is very important, and sometimes a great deal depends on it.

As third hand in a "no trump" game, you should take finesses that would be madness at any other time, because your object now is not to annex a trick or two as quickly as possible, but to endeavour to establish your partner's suit, so as to get several tricks out of it ; and also your partner will hold up his strength, and will lead a small card from ace, king, or king, queen, and others. You should take any reasonable finesse that will help your partner to establish his suit with the loss of one trick, being guided by what you see in the exposed hand, and by what your partner may hold ; but you must be careful not to block him on the second or third round.

With ace, knave, and another, or ace, ten, and another, you should always finesse if the queen doubly guarded, or the king singly guarded, is in Dummy.

If the king and two others are in Dummy, you had better win with the ace, and return the knave or ten, so as to clear the suit for your partner, as the king obviously must make. With ace, knave only, and queen to three in Dummy, you must finesse the knave, and then lead the ace, hoping that your partner will be able to get in somehow and continue his suit, catching the queen with his king; but if there are queen and three others in the exposed hand, you should win the first trick with the ace, and return the knave, which will give your partner the chance of establishing his suit with the loss of one trick.

If you hold ace and one other, and the king is led, take it over with your ace, and return the small one; otherwise you must block the suit, and your partner must have queen, knave, or queen, ten, behind his king; but if the knave doubly guarded is in Dummy, you must pass the king led, and try a fresh suit after you have won with your ace.

When your partner leads the queen, he has either ace, king, queen, or ace, queen, knave, or queen, knave, ten. If you have the king singly guarded, put it on the queen at once, to get out of the way; if you have the ace singly guarded, put it on, unless the king, also singly guarded, is in Dummy; if the king and two others are in Dummy, you gain nothing by passing the queen with ace and one other—you only block your partner on the second round; put on your ace

and return the small one up to the king, and your partner's suit is established.

When your partner leads the knave, he has either ace, knave, ten, or king, knave, ten, or knave, ten, nine, and others. If you hold ace or king, and the queen is not in Dummy, put on your honour and return the suit; if queen to three are in Dummy, you should pass the knave; but if queen and one other only are in Dummy, you should win with your ace or king, and let your partner catch the "cold" queen himself, otherwise you probably get in his way. If you hold the queen when your partner leads the knave, pop it on at once, both to get out of his way and to let him know where it is, unless there are four of the suit in Dummy, when you had better keep it a little longer.

When your partner leads a small card, take any reasonable finesse that will help him to defeat the cards in Dummy; but if there is no card of his suit of any value in Dummy, then finesse nothing; leave your partner to do all the finessing, and help him as much as you can by returning your best card, irrespective of whether you had originally three or four.

If you hold ace, queen, and two others, win with the ace and return the queen; if you hold king, knave, and two others, put on the king and return the knave, so as to give your partner every chance of utilising a tenace if he has one.

When you held originally three of your partner's suit, you should always return the highest; but

when you held four originally, and have three remaining, there can be no rule—you must be guided by the exposed cards in the Dummy.

When there is nothing in Dummy, always lead your highest, as stated above, both to help your partner and also to avoid blocking him; but if there were originally three of the suit in Dummy, and you held four, the dealer can have only one left after the first round, as your partner must have at least four. For instance, supposing your partner leads a suit of which you hold ace, knave, nine, three, and there are the ten, seven, four in Dummy. You win the first trick with the ace, and which do you return?

If you lead the knave, the one card which the dealer holds may be the queen, which will take out your partner's king, and the ten in Dummy will remain the best; therefore that lead would be clearly wrong, and it would be equally wrong to return the small one, as you would then be compelled to block the suit should your partner hold five headed by king, queen, which is a very likely combination; his king and queen must win the second and third tricks to beat the ten in Dummy, and you are left with the knave or nine to win the fourth trick, and to stop his suit. In this case, the middle card, the nine, is the right card to return; it gives you an opportunity of unblocking on the next round, if you want to do so, and you retain your knave to command the suit, if the queen and king both come out on the second round.

The card originally led, together with the knowledge that there are at least three more behind it, will sometimes give very valuable information to an observant player. A very illustrative case of this occurred not long ago in actual play.

The dealer left it to his partner, who declared "no trumps," and laid down on the table—

♠ Ace, king, queen, nine, seven
♥ Ace, queen
♣ Ace, king
♦ King, nine, six, three

A very powerful hand, and apparently certain to win the game, and would have done so if it had been played differently. But what actually occurred was this:—

The leader led the five of diamonds; the dealer said, "A small one, please," and his partner played the three; the third hand held ace, knave, seven, four, and the situation was clear to him. There were twelve diamonds accounted for, four in the leader's hand, four in the Dummy's, and four in his own hand; consequently the dealer could have but one, and that one must be the two, as neither he himself nor the Dummy had it, and the leader had not led it; he therefore played the four under his partner's five; the dealer had none of the suit, and the five won the trick. The leader, whose hand originally was queen, ten, eight, five, two, could now place every card,

and he continued with the queen through the king on the table; the dealer, after some hesitation, covered with the king, thinking that the third hand could not possibly hold the ace, but that he was being under-played; and the defenders won five tricks in diamonds, and saved the game. After the hand was over, the dealer remarked, "That was a most extraordinary finesse of yours in diamonds," whereas it was not a finesse at all, but merely an intelligent observation of the placing of the cards. Of course, if the dealer had covered the five originally led, his opponents could only have won two tricks in the suit; but he did not cover. Or, again, if he had held up the king, they could only get four tricks; but this, again, he did not do.

(N.B.—The above is an instance of a game being saved by the lead of the penultimate, which was not recommended on page 44; and it must be taken as the exception which proves the rule. The argument against the penultimate lead is not that it can never be of use to your partner, but that it is far more likely to be of use to your adversary, and that it does not pay in the long run.)

The one invaluable general rule to observe when you are third hand, is always to return your partner's original lead, unless there are very weighty reasons against doing so. Even if your partner leads a small card, and you win the first trick with the king or queen, and the ace, knave, are in Dummy, it is better to return the

suit up to the certain major tenace than to open another suit at random, unless you have a strong suit of your own, in which case you should open that ; but when you desert your partner's suit, and open another, you are saying to your partner, "Abandon your suit, and play for mine ; it is very much the better of the two." And if he has confidence in you, he will do so.

It is obviously fatal for you and your partner to play at cross purposes, by each going for his own suit ; with "no trumps" declared against you, the utmost you can hope for is to bring in one suit, and all your joint energies should be devoted to doing that.

If you are forced to open a fresh suit, and you have no good suit of your own, it is best to lead up to the weakness ; but do not be deluded into leading a suit in which you are protected, simply because it is weak in the Dummy ; if the dealer has declared the "no trump," that is very likely his strong suit, and you will only help him by opening it for him.

When there has been a suit declaration, the play of the third hand is quite different. There is now no obligation to return your partner's lead, unless you consider it advisable. You should note carefully the card that he leads, and try to make out what he has led from, which ought not to be a difficult task when you can see twenty-seven cards ; and if there appears any chance of his having led a singleton, give him

the force at once. As a general rule, lead up to weakness in the Dummy. Do not finesse at all when you hold a winning card; and, above all, do not play a false card. If your partner leads a suit of which you hold king and queen, and ace, knave, and another are in Dummy, do not be tempted to win the first trick with the king. Only your partner will be deceived by your doing so; the dealer will be neither more nor less likely to finesse on the second round because you play the king instead of the queen, while your partner will place the queen in the dealer's hand for a certainty.

When the dealer has declared a suit on his own hand, and does not lead trumps, either from his own hand or Dummy's, when he gets in, it is generally right for you to lead a trump through him, as he has some object in not taking the trumps out; he is probably not very strong, and wants to make some little trumps by ruffing, and it should be your business to prevent his doing so.



GENERAL PLAY.

After the first card is led and the Dummy exposed, you know the position of twenty-seven cards out of the fifty-two ; and if you cannot then judge for yourself the best way of playing the hand, no amount of advice will help you.

Always make a point of knowing the exact state of the score, and exactly how the hand is progressing—I mean, how many tricks you and your adversary have already won, and how many you still require to save or win the game.

In a “no trump” game, hold up the command of your opponent’s suit as long as possible, and if there is a long suit in Dummy and one other card of entry, get that entry card out of his hand as soon as possible.

If Dummy holds ace, queen, knave, and two others of a suit, and you hold the king doubly guarded over him, the dealer will lead the suit and finesse the knave ; you must not take it the first time, and he will have to sacrifice a card of entry in his own hand to get in and lead the suit again. You win the queen with your king on the second round, and the dealer may not have another one to lead.

Your adversary, who is playing the two hands, will try to deceive you in every way as to what he holds; but he cannot help giving you a good deal of information by what suits he goes for, and still more by what suits he avoids.

Thus, supposing there are five spades headed by queen, knave in Dummy, and you hold the ace; if the dealer does not touch this suit, you can place the king at once in your partner's hand.

If the dealer appears unwilling to take finesses, but is rather inclined to capture tricks while he can, you know at once that he is not strong, and you can place missing high cards with your partner, and play as if they were marked there; but if he plays a very bold game, taking a doubtful finesse, and evidently playing for a big score, you had better save the Slam while you can by securing the second trick.

If he has a discard from Dummy, and discards one of four or five small clubs, leaving two little hearts on the table, you know that he wants to lead hearts up to his own hand, with the object of finessing; and if you have nothing big in hearts, you at once place your partner with an entry card in that suit.

When the call has been left, and Dummy has made "no trumps," you know that the dealer is not very strong; and if he produces good cards in two or three suits, it is almost a certainty that he has absolutely nothing in the other, or others.

If every suit is against you, the game is gone; but there generally is a weak spot somewhere, and you must look carefully for it, so as to be able to attack there when matters begin to look desperate.

Any deductions that you can draw, or any cards that you can place, should be carefully noted in your mind at the time, *and remembered*. It is very useful to know that you can put your partner in towards the end of the hand, so as to lead a suit up to you.

It frequently happens that you can see, when the hand is half-way through, that there is only one possible chance of saving the game, and that is, that your partner should hold a certain card, or cards.

When this is so, go for it boldly, and play as if you knew that he held that card, even if you have to sacrifice a certain trick in doing so.

Say that every suit is declared against you, except diamonds, of which you, being the original leader, hold king and one or two small ones, and the queen and two others are in Dummy; your only chance of saving the game is that your partner holds ace, knave of diamonds; therefore play out your king, although it is certain to make a trick if you do not touch the suit.

The chief points to remember, in playing against a "no trump," are (1) always win the saving trick when you can, and run no risks, however improbable; (2) always return your partner's

original lead, unless it is obviously fatal to do so ; (3) never play a false card ; (4) when matters are desperate, play any reasonable coup which may save the game, even at the risk of losing one or two tricks by it.

When hearts or diamonds are trumps, your game should be to make what tricks you can, as quickly as you can, finessing nothing, and risking nothing that can be avoided.

If the dealer does not lead trumps when he gets in, it will often be your best policy to lead them yourself through the declaring hand, as he probably is trying to get off a ruff with his weak hand.

If the dealer, having left the declaration to his partner, produces two aces out of his own hand, you know for certain that he has not got another, or he would have declared "no trumps"; consequently you can place the other two aces at once. Also, when the dealer has passed, you know that he is not very strong in hearts or diamonds; and if Dummy has very little in one of those suits, and you have no great strength, your partner must be very strong in it.

You should always cover an honour led, holding two or three of the suit, if the dealer is obviously going to finesse. Thus, ace, queen, and others being in Dummy, the dealer leads the knave, and you hold king and two others. Your only chance of getting a trick in the

suit is to cover the knave, and trust to your partner holding the ten. Again, you hold king or queen and two others ; the ace, knave, and another are in Dummy ; and the ten is led through you. If you pass it, your partner makes the king or queen, and you remain with the tenace, ace, knave, over you ; but if you cover the ten led, Dummy wins it with the ace, and your partner may hold queen, nine over the knave.

A false card in trumps is sometimes justifiable when you want to stop the dealer from getting them out. Say Dummy declares hearts with ace, king, knave, and two others, and you hold queen and one other : if the dealer leads a small one through you, and you put on the queen second in hand, he may hesitate to go on with trumps, drawing, as he thinks, two for one, and you may possibly be able to trump in with your little one ; and, at the same time, the false card cannot do your partner much harm.

When the declaration is left to Dummy, and he declares spades, the situation is altogether altered ; you can play a forward game then, and attack instead of defending. But suit declaration hands vary so very widely, that it is almost impossible to give any general hints that will be of use ; we can only advise the beginner to bring to bear on it as much intelligence as he is fortunate enough to possess.

DISCARDING.

Your first discard should always be from the suit which you do not want your partner to lead, whether there is a trump suit or at "no trumps."

The discard is often very difficult in a "no trump" game, as you are frequently obliged to discard from your long suit; but remember that it is the *first* discard which matters. Subsequent discards may be forced ones, but the first should always be from the suit which you do not want led; and you should read your partner's first discard in the same light.

When you have to discard from three suits, which will sometimes happen, while the dealer is making his one long suit, the suit which you discard *last* of the three should always be the suit which you wish your partner to lead you. When you are obliged to discard from a suit in which you have great strength, you can sometimes indicate your suit very clearly to your partner by discarding a high card of it. Say that you hold ace, king, queen, knave: by discarding the ace, you tell your partner that you have entire command of that suit. By a logical extension of this principle, it has come to be a recognised signal, in a "no trump" game, that when you discard an unnecessarily high card, followed by a lower one of the same suit, it means that you have great strength in that suit,

and want it led to you. This is precisely the same signal as the call for trumps at Whist, and should be always watched for, otherwise it is very easy to miss it. The call for trumps does not exist at Bridge, as it is unnecessary, the strength in trumps being marked at once by the declaration of a suit; it is still used occasionally, when a player wants a trump led through the declaring hand, but it is not accepted as a recognised signal, and you cannot depend upon your partner regarding it as such.

It is always dangerous to blank your hand of a suit, as the fact is disclosed on the first round, and the cards of that suit in your partner's hand can then be counted and finessed against to any extent; but in some cases, when your own suit is established, and you have no possible card of re-entry, it is your best chance to cling to that suit at all hazards, if your partner has, or may have, one of it left to lead to you, should he be able to get in.

The best suits to discard from are guarded suits, such as ace to three or four, or king to three or four, when you know that the ace is not over you; but the discard is often very difficult, and you must be guided to a great extent by the exposed cards in Dummy, and by the best idea you can form of what the dealer probably holds; you can sometimes see that if he holds a certain card or cards, the game is lost—in that case, you should arrange your discard as

if you knew that your partner held that card, or those cards. For instance, it would be useless to keep a double guard to a queen when the game is obviously hopeless, unless your partner holds the ace.

It is hardly necessary to say that you should keep a small card of your partner's suit to lead him when you get in ; and, if possible, you should keep two—that is, if there is any chance of your getting in twice. It follows that, if your partner is a reliable player, and you see him discard all that he has of your suit, he is doing so to tell you that there is no possibility of his getting the lead.



ETIQUETTE

There is one, and one only, bad feature about Bridge—namely, that it is a game which would lend itself so very readily to cheating, if played by dishonourable and unscrupulous people.

Even among men who would never dream of taking the smallest unfair advantage, many players constantly give improper information to their partner, both in passing the declaration and in doubling or refraining from doubling the trump; they give the information unintentionally, of course, but they give it none the less.

When a player, on one occasion, glances at his cards and says at once, "I leave it," and on another occasion sorts his hand carefully, goes through his cards two or three times, ponders for a long time over it, and eventually leaves it to his partner with a sort of suppressed sigh, the inference is obvious to anybody. Or, again, when Dummy has made the trump, if the third player, on being asked for permission to play, hesitates for some time, looks at the state of the score and then again at his own hand, and at last says, "Yes, play away," he has practically told his partner, just as plainly as if he had put it into words, that he has a very strong hand, and was within an ace of doubling.

It is impossible to impose penalties for giving information by one's manner, and we will not for a moment suppose that any of our friends with whom we play would purposely do so; but we will go further than this, and say that it behoves every player to be constantly on his guard against unintentionally giving information.

When it is your deal, you should endeavour to take the same time in making your decision whether you have a bad or a good hand.

It is distinctly unfair to glance at your cards and say at once, "I leave it." When you have such a bad hand that a single glance will tell you that you must leave it, you should make a point of sorting your cards and going through them carefully before you announce your decision, and when you have a strong but doubtful hand you should not take longer in making up your mind. Having determined to leave the declaration to your partner, always employ the same formula, either "I leave it," or "I pass," or "Will you make the trump, please?" etc. It is immaterial what formula you use, but it should always be the same, otherwise it is easy to see how simple a pre-arranged code would be between two dishonest players.

Another important point in the Etiquette of Bridge is, that it is unfair to make any use whatever of information which your partner has unintentionally given you—*e.g.*, suppose your partner has thought over his hand for a long time,

and reluctantly left the declaration to you : it would be unfair to make a very light "no trump" because of your knowledge that he has something of value in his hand—in fact, an honourable man would rather be biassed in the other direction. Or, again, if your partner hesitates whether to double, and eventually does not do so, it would be very unfair to lead a strengthening trump through the Dummy hand which had made the declaration. These situations are of very common occurrence, and it is important for the welfare of the game that every player should make a strong point of making his declaration, or leading or playing in such cases, exactly as he would have done without any hint from his partner.

When your opponents give you information, however, it is quite different. You are perfectly justified in making any use that you can of information that you can gather from their mannerisms, or from their mode of playing their cards. If they choose to give you information, it must be their loss, and there can be no reason why you should not avail yourself of it. If you lead a knave from your own hand up to an ace, king suit in Dummy, without the slightest intention of finessing, and your left-hand adversary hesitates, obviously whether to cover it or not, and eventually does not cover, you are perfectly justified in altering your intention and taking the finesse in consequence of the information that he has given you.

It is unfair to hesitate purposely with the view of misleading your adversary, or to draw a card from your hand and put it back again, as though in doubt, when it is the only one that you hold of the suit led.

It is unfair for the dealer to purposely hesitate what card to play from the exposed hand, with the object of thereby deceiving his opponents as to his own hand.

It is unfair to lead to the first trick without asking your partner's permission to do so, with the intention of not giving him an opportunity of doubling; or, when your partner's declaration has been doubled, or his double re-doubled, to answer for him that it is enough, without giving him time to announce his own decision.

It is unfair to express, audibly or otherwise, approval or disapproval of your partner's play during the course of the hand.

It is unfair to revoke intentionally, or, having once revoked, to do so a second time in order to cover the first.

When you are dealer, and playing the two hands, it will sometimes happen that you will have the remaining three or four tricks absolutely certain; when this is the case, lay your cards face upwards on the table and claim the remaining tricks, to save time. Some players have acquired a bad habit of announcing "The rest are mine" in such a position, but not exposing their cards, and the result in one or two cases has been that

the other players have abandoned their hands, only to find that the dealer had made a mistake, and was not necessarily bound to win every trick. Then came the question of what was to be done ; but the dealer, having no partner except a Dummy, is exempt from penalties for anything that he may say or do, and he had meanwhile seen his opponents' cards and gained a very unfair advantage. Either play your cards out to the end, and say nothing, or claim the remainder to save time, and expose your cards for all the world to see.

All through Bridge, the less you say the better ; and, when you have to speak, express yourself in as few words as possible. "Hearts are trumps," "I leave it," "Spades," "I double spades," "Shall I play?" "Yes, please," etc., etc. These cannot be improved upon, and, as we said before, you should always use the same expressions.

When the declaration is left to you, announce your decision, and put your cards down on the table without comment. It is quite unnecessary for you to say that it is a bad one, or a good one, or that you might have made something else, or any of the thousand-and-one childish remarks that one hears made.

A favourite time for injudicious remarks, from which an intelligent player can often draw useful inferences, is when the Dummy hand is first exposed. For instance, the Dummy having declared "no trumps," puts down a hand with three

aces, and one of the other players says, "That is all right; I was afraid it was a hundred." He has told the dealer and his partner that he does not hold the fourth ace, and it is therefore marked to a certainty. Again, the dealer having declared "no trumps," the Dummy puts down the ace and two small clubs, and one of his opponents says to him, "I expect you wanted that ace of clubs." He might as well have told him at once that he holds a good hand of clubs.

Or, again, the dealer has made a somewhat light heart, and the Dummy puts down a moderately good hand, with perhaps king, knave, and another trump, and one of the opponents says, "Wherever would you have been without your Dummy?" This remark gives the dealer precisely the information he wanted as to which side the strength that is against him lies, and he is able to finesse accordingly.

A little discussion at the end of a hand is sometimes instructive; but pointing out his errors to your partner in an aggressive manner, is neither instructive nor amusing, nor does it conduce to the harmony of the Bridge table.

Most of us play cards primarily for amusement, and secondarily with the hope of making a little money at it; and the man who loses his temper when the cards go against him, or when his partner gives away tricks by bad play, lays himself open to the imputation of substituting

the secondary consideration for the primary one, and of playing Bridge merely as a means of making money. When you cut with a man who is, or whom you think to be, a worse player than yourself, you should try to play down to his level, not try and educate him up to yours.

It is half the battle to be on good terms with your partner—not to be afraid of him, nor afraid of what he will do. In the former case, your declarations are apt to be cramped for fear of what he will say if things go wrong, and you do not play your own natural game ; in the latter case, you are inclined to make risky declarations sooner than leave it to him, and you probably suffer for it.

When you have cut the lowest card at the cutting for partners, you have the exclusive right to the choice of seats and cards ; but ordinary courtesy demands that you should consult your partner on the matter, and yield to his wishes, if he has any. Some men have strong prejudices as to winning seats or winning cards, others have none ; and if you are fortunate enough to be without any yourself, you will promote good-fellowship with your partner by giving way to his prejudices, and you will lose nothing by it, if you do not gain anything, besides avoiding the extra annoyance of being told at the end of the rubber, should you unfortunately lose it, "It is your fault ; you would take the losing seats," or "the losing cards." "Least said, soonest mended" is an excellent

maxim; and if one would only give one's-self a minute to think before speaking, there would be far less irritating remarks made when the hand is finished.

At no other game is such utter rubbish talked by onlookers as at Bridge, and the constant remark, "What would have happened at 'no trumps'?" when neither the dealer nor his partner could have had the slightest idea of declaring "no trumps," is altogether beside the purpose.

It is a bad habit, besides being against the rules of the game, to look over one of your opponents' hands when you are Dummy, yet it is done every day. It happened to a well-known player once, that he was committing this very offence, and saw clearly, from the hand he was looking over, that his partner must have revoked. He had to make up his mind in a second whether he would exercise his right of asking his partner whether he had one of the suit; and, to his credit be it said, he did not do so, but elected rather to suffer the penalty, which he had to do in due course.

The Dummy should take absolutely no part in the game; he should not make remarks during the progress of the hand, nor should he handle any card until requested by his partner to play it; and, above all things, he should never express surprise at the card which his partner asks him to play, however unlikely it may seem.

I have, more than once, seen the coup of a good player entirely spoilt by his partner's foolishness. Perhaps the dealer leads up to an ace, queen in Dummy, and finesses the queen ; and the second hand, directly the queen is played, reaches out his hand to gather the trick, and when the king does not come down on it, says, "Then we are indeed undone!" The fourth player has been holding up the king, for good reasons of his own ; but his contemplated coup is rendered absolutely useless by his partner having given away the situation. The cheerful, talkative player little realises what he gives away in the course of an evening's play, or he would surely have more command over his tongue.



DUMMY.

Dummy Bridge is played by three players, instead of four, and there are various ways of playing it. When the Bridge Laws were drawn up by a Joint Committee of the Turf and Portland Clubs, no special laws were made for Dummy; consequently it is necessary to agree which game you are going to play, before you start.

The following is the game usually played: The player who cuts the lowest card plays Dummy, and has the first deal. He can either make any of the ordinary Bridge declarations himself, or he can leave it to his Dummy, in which case he lays down his own hand and looks at the Dummy, without exposing it, and makes the declaration as follows:—

- (1) If Dummy holds three aces, he must declare “no trumps.”
- (2) If Dummy has not three aces, he must declare Dummy’s numerically strongest suit.
- (3) If Dummy has two suits of equal length, he must declare the strongest, reckoned by the addition of the pips, ace counting eleven, and each of the other honours ten.

- (4) If Dummy's two equal suits are also of equal strength, reckoned as above, then the more valuable of the two must be declared.

Either of the adversaries can double, and the dealer has the right of re-doubling, although he has seen the two hands ; but he may not look at his own hand again and compare the two. The hand is then played as at ordinary Bridge.

When Dummy's opponents have the deal, the player of Dummy must look first at the hand which has to lead, and he can double if he wishes to ; he must then lead to the first trick before looking at his other hand. Should the player of Dummy look at the wrong hand first, he loses his right to double. As soon as the first card is led, both the Dummy's hand and the dealer's partner's hand are exposed on the table, and the hand is played Double Dummy.

When it is Dummy's deal, his partner looks at his own hand first, and makes the declaration, or leaves it to Dummy, exactly as if it were his own deal, the only difference in the play being that the first lead is from the player on his right, and is consequently through his hand instead of up to it.

This is the most approved method of playing Dummy Bridge, and is probably the best. One variation from it is that, when it is Dummy's turn to deal, his partner has to look at the Dummy first, and make an obligatory declaration,

as set out above, without the option of looking at his own hand. This was the way the game was usually played at first, but it was found to handicap the player of Dummy too heavily, and so he was allowed the privilege of always looking at his own hand first.

Another variation is, when the hand is never played Double Dummy; in each deal the Dummy hand only is exposed. The opponent of Dummy can make the declaration himself, or leave it to his partner; but in neither case is his partner's hand exposed, and each of the two opponents plays his own cards.

This, on the other hand, was found to give too great an advantage to the player of Dummy; and it is not nearly such a pretty game as when every alternate hand is played Double Dummy.

Do not be deluded into the idea that it is any advantage to have the Dummy. It is undoubtedly more amusing to play the two hands than to play against them; but, as a matter of profit, the Dummy is a distinct disadvantage.

Not long ago, a young friend of mine, who is a comparative novice at the game, but very fond of it, said to me, "I had a soft thing on last night. We were playing Dummy Bridge, and neither of the other men cared about playing the Dummy, so they let me have it every time; and then I held such bad cards, that I could not win." I said, "No, and you were not likely to"; and I wondered who his two obliging friends had been.

When you hold sufficiently good hands to make the declaration yourself, the advantage is on your side ; but when you have to leave it to Dummy, you are in great danger. He may have to make hearts trumps on four headed by the seven, and you probably lose the game at once on your own deal.

You should declare "no trumps" whenever you can do so with any sort of reason, remembering that your Dummy will not be able to do so unless he has three aces, and remembering also that you have no partner to swear at, you if things go wrong.

If you have one fairly good suit, you should nearly always declare it, even if it is clubs, and you should make very much lighter heart and diamond declarations than you would when playing with a responsible partner.

If you have a very bad hand, declare spades yourself, and take as small a liability as possible.

When you are playing against the Dummy, and it is your deal, you must be very careful about declaring "no trumps," as this is a Double Dummy game, and you lose that great advantage of being able to combine your two hands before your opponents can do so, which you possess when there is only one exposed hand.

If you have a fairly good red suit, and can see a probability of the odd trick or more, you should declare that suit, whether you are the dealer or whether it has been left to you ; and

when you hold a very bad hand, declare spades as an original call, because your bad hand will be disclosed directly the Dummy hands are put down, and you cannot expect your partner's hand to be able to fight the other two with the position of every card known.

DOUBLE DUMMY.

The same rules hold as to the making of trumps by Dummy, when the call is left to him.

The player deals for himself each time, never for his Dummy; and the hand on his left has the first lead, and also the right of doubling.

Neither player may look at more than one of his two hands before the first card is led, excepting when the dealer leaves the call to his Dummy; in that case, he has seen his two hands, but he still has the right of re-doubling should his opponent double Dummy's call; but he may not look at his own hand again, and compare the two, before deciding whether to re-double.

CUT-THROAT BRIDGE.

A more amusing variation of the game for three players will be found in Cut-throat Bridge, which is played as follows:—

The three players (A, B, and C) cut for the first deal—say that A cuts the lowest, B the next lowest, and C the highest card.

A deals, and plays the two hands against B and C combined, B sitting on his left and

C on his right. When the first hand is over, C moves round opposite to A, and B deals and plays against A and C combined, having C on his left and A on his right. After this hand, A moves round, and C plays against the other two; and so on, until the completion of the rubber, the player on the dealer's right always moving round into the vacant seat.

The dealer can either make the declaration on his own hand, or pass the call to his Dummy; in which case, the declaration has to be made as at Dummy Bridge, and the rules as to leading and doubling are the same as at Dummy.

When the dealer wins the odd trick or more, the value of such trick or tricks is scored to him precisely as at ordinary Bridge; but if he loses one or more tricks, each of his opponents scores the value of such tricks *above* the line, not below it. Under no circumstances can the opponents of the dealer score anything below the line.

Honours are scored to each player individually—the value of the trump suit for each honour held, and 10 for each ace when there are no trumps. Thus, when hearts are trumps, if A holds three honours, B two, and C none, A scores 24 above the line, and B scores 16, quite irrespective of who was dealer; any honours in Dummy, of course, counting to the dealer.

The game is 30 below the line, as at ordinary Bridge; and the player who first wins two games wins the rubber, and adds 100 to his score; but,

as there are three players, a rubber will sometimes consist of four games instead of three. If a rubber is found to take too long, single games can be played, the winner of each game adding 50 to his score for the game, instead of 100 for the rubber.

The game and method of scoring will be better understood from the following illustration. A scoring block with three columns instead of two will be required:—

A	B	C
20		
32	30	
16	20	10
10	18	8
10	32	12
12	12	30
16	18	24
16		48
	32	
24	36	
156	198	132
	100	
	298	

HAND 1.—A deals, and declares hearts, winning two by cards. A holds three honours, and B and C one each. A scores 16 below and 16 above the line; he wins 24 above for his three honours, but B and C each win 8 above; so it is more simple to reduce the score to A scoring 16, and B and C nothing.

HAND 2.—B deals, and leaves the call to Dummy, who has to declare diamonds. He loses two by cards, but holds (between Dummy and his own hand) three honours, C holding the other two. A scores 12 above for the two tricks, B scores 18 above for his three honours, and C scores 24, being 12 for tricks and 12 for honours.

HAND 3.—C deals, and declares “no trumps,” and wins four by cards and holds three aces, A holding the other one. A scores 10 above for his one ace, and C scores 48 below and 30 above, and wins the first game.

HAND 4.—A deals again, and declares “no trumps,” losing the odd trick; he holds two aces, and B and C hold one each. B and C each score 12 above for the odd trick, and A scores 10 above for balance of aces.

HAND 5.—B declares hearts, and wins four by cards and holds four honours, C holding the remaining honour, and A being Chicane. B scores 32 below and 32 above, C scores 8 for his one honour, and A scores 16 for Chicane. B wins the second game.

HAND 6.—C leaves it to Dummy, who declares spades, which are doubled by A. C loses four by cards, and A holds four honours in his own hand, B holding the remaining one. A wins 32 above the line, 16 for the four tricks in spades doubled and 16 for the four honours in one hand; and B wins 18 above, 16 for the four tricks and 2 for his honour.

HAND 7.—A declares “no trumps,” and wins two by cards and holds two aces, B holding the other two. A scores 24 below and 20 above the line, and B scores 20 above for his two aces.

HAND 8.—B declares “no trumps,” and wins three by cards and holds three aces, C holding the fourth. B scores 36 below and 30 above, and C scores 10 above.

B has now won two games and the rubber, for which he adds 100 to his score. The result of the rubber is that B wins 142 from A and 166 from C, amounting to +308.

A loses 142 to B, and wins 24 from C, making him -118.

C loses 166 to A and 24 to B, making -190.

This scoring may seem rather complicated; but it is not really so, and it will be found to work quite easily and smoothly. The points won and lost slightly exceed those at ordinary Bridge, but this is more than counterbalanced by the increased time which a rubber takes to play.

Doubling will be a very rare occurrence at this game, as you cannot help your own score on towards 30 by doubling; and, unless you have a certainty of the odd trick in your own hand, you may come across a phenomenal division of the cards, which will enable the dealer to re-double and to win the game.

The play of the cards is in every respect the same as at Bridge proper, and the same rules and maxims apply to one game as the other, excepting that the declaration should be much more forward.

As there is no danger of losing the game or of helping on your opponents' score below the line when it is your deal, you should take every chance, however remote, of making a good score on your own hand, and "no trumps" should always be declared on an average hand, on the chance of your Dummy producing something very good. If he has only a moderate hand, you will have increased your liability at the adding-up of the score, but that is all the harm you will have done; whereas, if you should happen to find him with a good hand, you will very likely win the game and get nicely on towards the rubber. It is a gamble, of course, but a gamble with considerable chances in your favour.

You must always remember that this is a game of all against all, and each for himself; and you should bear this still in mind when you are temporarily associated with a partner playing against the dealer.

For instance, suppose it is B's deal, and that A and C have each won one game, and that C has scored 24 towards the next game. B makes "no trumps" on a fairly good hand. It will now be much better for A to let B win this game (when the scores will be games-all and love-all) than to save it, and let C have next deal, requiring only 6 to win the game and rubber. This is where the "Cut-throat" element comes in, and it imparts a very interesting feature to the game.

This method of play will doubtless meet with strong disapproval from C; but it is undoubtedly the game, although some players do not approve of it.

Your partnership with each in turn of the other players is only a temporary alliance against a common foe, and you are perfectly justified in turning and rending your partner whenever it appears to be to your interest to do so.

In any "Cut-throat" game, you must play entirely for yourself, and must be prepared to sacrifice either of the others when the opportunity presents itself.



MAXIMS IN BRIEF.

1. Sort your cards carefully into suits, and keep them sorted ; but do not place your trumps always in the same place—*i.e.*, not always at one end or at the other of your hand.

2. Always know the exact state of the score. It is better to keep the score yourself, both for your own guidance and to avoid having to ask unnecessary questions.

3. When it is your deal, sort your cards into suits ; then go carefully through your hand, and announce your decision, being especially careful to take as nearly as possible the same time over it, whether your hand be good or bad.

4. When you are Dummy, lay your hand down on the table at the proper time, without remark, placing the cards in order of sequence and in alternate red and black suits, so as to make it as easy as possible for your partner to see what you have got.

5. At the beginning of a game, always declare "no trumps" if you can see a probability of the odd trick, and a possibility of three by cards, *with the assistance of an average hand from your partner.*

6. Avoid light heart declarations, and never declare diamonds at the score of love, unless you have four by honours in your own hand, or very great strength in the suit, or unless there appears to be no chance of a more valuable call from your partner.

7. Always bear in mind the cardinal points of the score, 6 and 24. Play for these points yourself, and use your utmost endeavours to keep your opponents off them.

8. Against a "no trump" call, always open your numerically strongest suit, whatever the value of it may be; and choose a red suit in preference to a black one, if they are of equal length and nearly of equal strength.

9. Always return your partner's lead in a "no trump" game, unless it is obviously fatal to do so, or unless you hold a suit much better and easier to establish—remembering that, by changing the suit, you are taking the responsibility of telling your partner to abandon his own game and to play yours.

10. Hold up the command of your opponents' suit as long as possible.

11. When you can place a card or cards in any hand, make a mental note of it *at the time*; otherwise you will have to stop and think it out afterwards, and it will not then be so easy.

12. The first and blind lead against a suit declaration is of supreme importance. Never lead

from a guarded suit, in which you will probably make a trick on the second or third round, if it is opened by your adversary.

13. A singleton is an excellent original lead, provided that you have one or two losing trumps.

14. Never play a false card when you are defending, unless the situation is desperate, and your partner's hand is obviously worthless.

15. Forget entirely the old Whist rule of not forcing your partner because you are yourself weak in trumps. Force your partner whenever you can, and as many times as you can.

16. Always double a "no trump" call without the lead, if you have six or more of one suit, headed by the tierce major, and your opponents are nothing up.

17. If you double, and are re-doubled, either in "no trumps" or a suit declaration, be very cautious about doubling again. Remember that even the most improbable combinations of the cards are quite possible, and that when the original caller re-doubles your double, he is in a position to gauge your hand; and he will have, or ought to have, very nearly if not quite a certainty of the odd trick.

18. When you can see that the game cannot be saved unless your partner holds one particular card, place it in his hand at once, and play as if you knew it were there, regulating your discards accordingly.

19. Your first discard against a "no trump" should always be from your weak suit ; and the last suit you discard (if you are obliged to discard all suits) should be the one you want led to you.

20. Remember the call for a suit by playing an unnecessarily high card in that suit, and be careful not to miss this call when made by your partner.

21. When you are Dummy, be a dummy, and do not make useless remarks during the play of the hand, which only tend to distract your partner's attention from the business in hand.

22. When you are Dummy, do not pick up a card before your partner asks you to do so, saying, "This one, partner?" There is a penalty for this offence, although it is never enforced. It is much better for the dealer to play the Dummy's cards himself with his own hands.

23. Be gentle with that unhappy partner who has made a mistake, and do not keep on "rubbing it into him." He probably is quite as sorry as you are ; and even you possibly may have made a mistake in your time.

24. DO NOT TALK.



SOME DECLARATIONS CONSIDERED.

No. 1.

♠ Ace, 10, 3
 ♥ King, Knave, 8, 2
 ♣ 9, 8, 7, 6
 ♦ Ace, Queen

No. 2.

♠ King, 10, 9
 ♥ Ace, 5
 ♣ King, 10, 9, 8, 7
 ♦ Queen, Knave, 6

No. 3.

♠ Ace, Queen, 9, 6, 4
 ♥ Queen
 ♣ King, Knave, 10, 9
 ♦ King, 5, 4

No. 4.

♠ 10, 8, 5
 ♥ Queen, 10, 7
 ♣ Ace, King, 10, 8, 7, 2
 ♦ Ace

These are all four good, sound hands, and "no trumps" would be declared on them by even the most backward player.

No. 1 is a very strong hand, as even the unguarded suit has four.

No. 2 is also a strong hand, although there is only one ace in it; but there is a five-card suit to bring in, and it has a card of entry in each suit.

No. 3 is a good hand, although the "cold" queen of hearts is a decidedly weak spot. There is a strong suit of spades, and at least two other entry cards, and the clubs represent three tricks if you find either ace or queen in your Dummy.

No. 4 is not so strong as it looks. If diamonds are opened originally, and your Dummy has only one club, you may get into serious trouble; but, with anything like ordinary support from your partner, you ought to have a good chance of winning the game.

No. 5.

♠		6, 4
♥		King, 8
♣		Ace, King, Queen, 9, 8, 7, 3
♦		Knave, 5

This is an instance of the one-suit "no trump" call, with only one card of entry. You are undernably running a great risk in declaring "no trumps"; but, if it comes off, you win the game almost to a certainty, and that is worth running a considerable risk for. On a passed hand it would be too risky a declaration, unless the situation was desperate. At the beginning of a game you should declare clubs, if the call was left to you, and take a certainty of scoring something; and, what is more important still, a certainty of preventing your adversaries from scoring on your deal.

No. 6.

♠		10, 8
♥		Ace, King, 9, 4
♣		9, 8, 7
♦		Ace, Queen, 10, 9

This hand represents the case in which you

are not strong enough to declare a red suit, and it is practically a certainty that your partner must declare a black suit if you leave the call to him. It is a very border-line "no trump," but it should be made sooner than waste such good cards in the red suits on a cheap declaration.

I have seen hearts or diamonds declared on such a hand, but I consider it a bad declaration, as you will probably lose the odd trick or more, even then, if you find your partner with nothing in the black suits; and you had far better go for a big game, and trust him to have at least one of those suits.

No. 7.

♠ King, 10, 3
 ♥ King, Knave, 6
 ♣ King, Queen, 9, 2
 ♦ King, 6, 4

No. 8.

♠ King, 7
 ♥ King, Knave, 6
 ♣ King, Queen, 9, 5, 4, 2
 ♦ King, 5

These are two instances of "no trump" hands without an ace. No. 8 is far the more valuable of the two, as it possesses a six-card suit; and, if you are lucky enough to find the ace of it in Dummy, there are certainly five, and probably six, tricks assured. A long suit is a great element of strength in any "no trump" hand, even though it is not established, as it gives you something to go for at once, and a little assistance from your Dummy will probably establish it. The two kings singly guarded in No. 8 is an element of danger, but not nearly so much so in a concealed hand as in an exposed one.

No. 9.

♠		Knave, 10, 9, 8, 6, 2
♥		8, 3
♣		Ace, King
♦		Ace, Knave, 5.

This is a very doubtful hand. True, you have a long suit, but it wants a terrible amount of padding. The odds are 19 to 8, or nearly 5 to 2, on your partner holding at least one of the other three honours in spades, and of course he may have two, or even all three; but, supposing that he has one, it will then take two rounds to establish your long suit; and meanwhile your opponents may be making a lot of hearts, or may have established either of the other two suits against you. At the beginning of a rubber, I should always declare "no trumps" on this hand; but, if my side had won the first game, I should pass it, in the hope of a good heart declaration from my partner. If the ace, king were in hearts, instead of clubs, I should always make "no trumps," as there would be so much the less chance of a heart declaration if passed.

No. 10.

♠		Ace, 10, 2
♥		Ace, Qn, 10, 4
♣		9, 7, 3
♦		Queen, 9, 6

No. 11.

♠		Ace, 8, 7, 6
♥		Ace, 7, 4
♣		10, 7, 5
♦		Ace, 9, 3

No. 12.

♠		Ace, 8, 7, 6
♥		Ace, 7, 4
♣		10, 7, 5
♦		King, Queen, 9

These are three very light "no trump" declarations, none of them having any considerable trick-making power; but in each case you hope that your partner will produce such a hand as will make the combination into a powerful one. In fact, you make the declaration more on your partner's cards than on your own. You have the stopping power to stop your opponents' game, and you trust that your partner will have a long suit, which you are certain to be able to establish for him.

Nos. 11 and 12 we have discussed before, at page 13. No. 11 is considered a *jeu de règle*, and No. 12 is not so considered; but I contend that, apart from the consideration of scoring 30 above the line for ace, No. 12 is the more valuable of the two hands.

No. 13.

♥	Queen, Knave, 5, 3, 2
♣	9, 4, 3
♦	Ace, King, 9, 8, 7

On this hand you, of course, will declare a red suit; but the question is, which of the two. At first sight the diamond suit appears to be the stronger, but for trick-making purposes it is not so. If you declare hearts, you have two certain tricks outside trumps—namely, the ace and king of diamonds; whereas, if you declare diamonds, you cannot reckon one certain trick in the heart suit. If the ace, king, ten are over you, you will not win a trick in it. Also,

this is an attacking hand, and therefore you should make the most expensive declaration that you can, and that is hearts. It is not a very strong hand, but it is distinctly above the average, and if you find ordinary assistance in your Dummy, you ought to do well on it. For instance, give him a very moderate hand, but one that nicks in well—say:

♠	Ace, King, 7, 2
♥	10, 6, 4
♣	10, 8, 6, 4
♦	5, 3

This is a bad hand; but, if anything but a club is opened originally, you will probably win the game on it, with hearts as trumps.

No. 14.

♠	8, 7, 3
♥	Knave, 10, 9, 8, 4
♣	9, 2
♦	Ace, King, Queen

Here you have a certainty of four tricks, and a strong probability of five, if you declare hearts. If you pass it, your partner may call "no trumps"; but he is very much more likely to call a black suit, in which your hand is useless. It is not a good heart call, but still hearts should always be declared on it, either originally or on a passed hand; and in four cases out of five you will win the odd trick or more with it.

No. 15.

♠	6, 5, 3
♥	Ace, King, Queen, 5
♣	Ace, King, 7
♦	10, 7, 6

This is a peculiar hand which has been much debated, many players contending that the call ought to be left; but, for my own part, I should never leave it. If the situation were desperate—say, my opponents being a game up, and 18 or more towards the next game—I should declare “no trumps” on it; at any other point of the score it would be hearts.

With anything like an ordinary distribution of the cards, you have five certain tricks, and that is quite enough to attack on. Some players make a hard-and-fast rule not to declare hearts on less than five, unless they are four honours; but they do not recognise that ace, king, queen, and another is stronger than queen, knave, and three others, or even than king, queen, and three others. Your ace, king, queen suit must make three tricks, however the cards lie; whereas the other hands are very unlikely to make more than three, and very likely to make less.

No. 16.

♠	9, 8, 7
♥	Ace, 9, 7, 4, 2
♣	King, 10, 4
♦	Knave, 2

This is a typical hand on which one constantly

sees hearts declared, and I never can understand the reasoning of it. Where is the attacking power? How can you expect to do any good on such a hand, unless your partner has great strength, in which case he will declare "no trumps"? On the other hand, if your Dummy has a bad hand, you will go to certain destruction.

Pass such a hand without a moment's doubt, even though it is somewhat stronger than the above; and, if the declaration is left to you with such a hand, declare spades, and take the smallest loss.

SOME HANDS ON WHICH THE CALL SHOULD BE LEFT AT THE SCORE OF LOVE-ALL.

♠ Queen, 7, 5
♥ King, Knave, 8, 7, 2
♣ Knave, 5, 2
♦ 10, 3

♠ 10, 4, 3
♥ Ace, 8, 7, 4, 2
♣ King, 9, 7
♦ 9, 6

♠ Ace, 10, 7, 5
♥ King, 10, 9, 7, 2
♣ 10, 4
♦ 9, 5

♠ Knave, 9, 8
♥ 8, 3
♣ 10, 6, 4
♦ Kg, Qn, Knv, 7, 2

♠ Queen, 8, 4
♥ King, Queen, 9, 7, 2
♣ 7, 4
♦ 10, 9, 3

♠ 8, 4
♥ Ace, 9, 6, 3, 2
♣ Knave, 9, 5, 3
♦ King, 5

♠ Queen, 8, 6
♥ 9, 6
♣ Knave, 6, 4
♦ Ace, King, 8, 4, 2

♠ 8, 7, 5
♥ Knave, 4, 3
♣ Ace, 9
♦ King, Queen, 8, 4, 3

♠ Queen, 8, 5	♠ 10, 6, 3
♥ 10, 7, 4	♥ 10, 6
♣ King, 7	♣ Knave, 5
♦ Ace, Knave, 7, 4, 3	♦ Knave, 9, 7, 6, 5, 2

The above are all more or less deceptive hands, which are likely to tempt the beginner to make a light red suit declaration; but they should, one and all, be passed at the score of love. There is not one of them where a "no trump" declaration from your partner is not quite on the cards, and they are none of them attacking hands. It will sometimes happen that you will be sorry you did not declare a red suit, but far more frequently you will be able to congratulate yourself, either because your partner can declare a useful "no trump," or because he puts down a hand on which a light red suit declaration would have been an expensive luxury. Also, several of the above hands are very likely to be doubled if there is a strong trump hand against you.



ILLUSTRATIVE GAMES.



ILLUSTRATIVE GAMES.

The following are nearly all taken from games which occurred in actual play, although in some cases the hands have been slightly altered, to better illustrate the point under consideration.

In all the games, A and B are partners against Y and Z.

A is always the dealer, and B's hand is always exposed. Y always has the first lead. The card led to each trick is indicated by an arrow.

It may be argued that some of these are very uncommon hands ; but that is just what gives them their interest. The ordinary routine hands of everyday Bridge would interest nobody.

GAME I.

Holding up the command of your opponents' suit.

Score : Love-all. A declares "no trumps."

A's HAND.

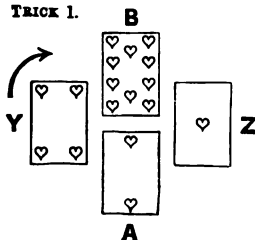
♠ Ace, King
 ♥ King, 3, 2
 ♣ Queen, Knv, 9, 6
 ♦ Ace, Knave, 9, 4

B's HAND (*Exposed*).

♠ Knave, 9, 8, 3
 ♥ 10
 ♣ Ace, 10, 8, 4
 ♦ King, 8, 5, 2

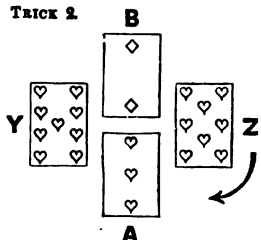
THE PLAY.

TRICK 1.



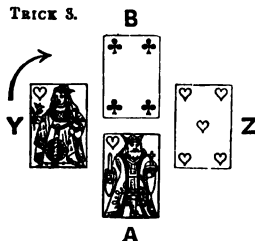
TRICKS {AB, 0
 YZ, 1

TRICK 2.



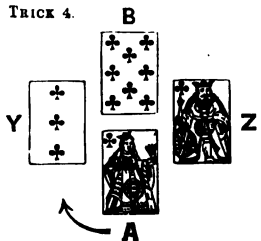
TRICKS {AB, 0
 YZ, 2

TRICK 3.



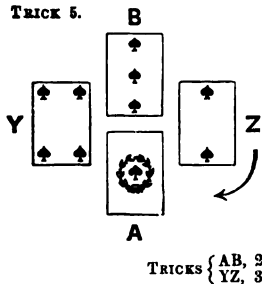
TRICKS {AB, 1
 YZ, 2

TRICK 4.

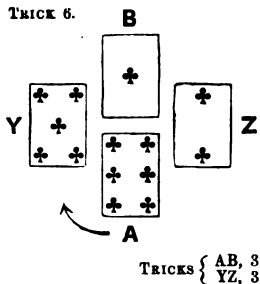


TRICKS {AB, 1
 YZ, 3

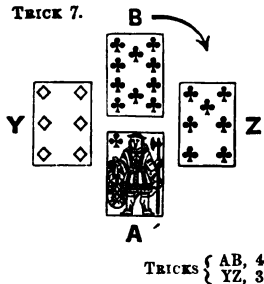
TRICK 5.



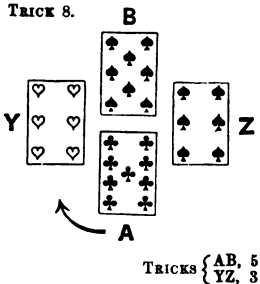
TRICK 6.



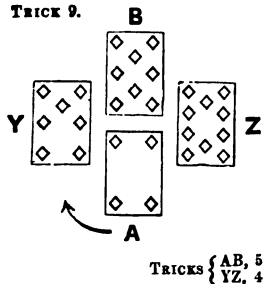
TRICK 7.



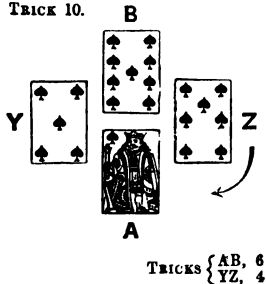
TRICK 8.



TRICK 9.



TRICK 10.



A makes the three diamonds, and AB win three by cards, and the game.

REMARKS.—If A wins Trick 2 with the king of hearts, Z will have a remaining heart to lead when he gets in with the king of clubs, and Y will make four tricks in hearts, and AB will only win the odd trick.

At TRICK 8, Y is right not to discard his one remaining diamond, as by doing so he would give away his partner's hand directly diamonds were led.

At TRICK 9, A makes certain of winning the game by giving Z a trick in diamonds. If Y had discarded the seven of diamonds, A would then have been able to see how the land lay, and would have won Trick 9 with B's king of diamonds, and would have made four by cards instead of three. A was afraid to win the first diamond trick with the king, and to finesse the knave, ace on the second round, for fear of letting Y in with his remaining hearts.

Y's HAND.

♠		Queen, 5, 4
♥		Qn, Knv, 9, 7, 6, 4
♣		5, 3
♦		7, 6

Z's HAND.

♠		10, 7, 6, 2
♥		Ace, 8, 5
♣		King, 7, 2
♦		Queen, 10, 3



GAME II.

Illustrating the evil of the penultimate lead.

Score : Love-all. A leaves it ; B declares "no trumps."

A's HAND.

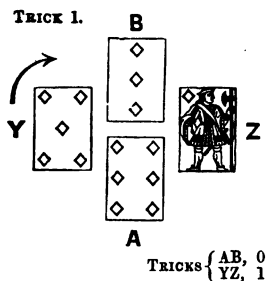
♠ Ace, King, Queen
♥ 10, 9, 6, 2
♣ Knave, 10, 4
♦ 10, 7, 6

B's HAND (*Exposed*).

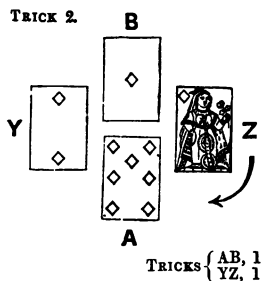
♠ 7, 5, 4
♥ King, Knave
♣ Ace, Queen, 7, 5, 2
♦ Ace, 4, 3

THE PLAY.

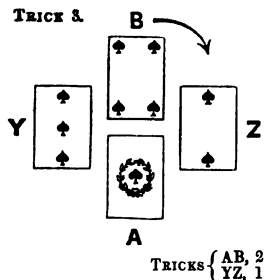
TRICK 1.



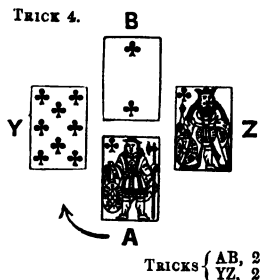
TRICK 2.



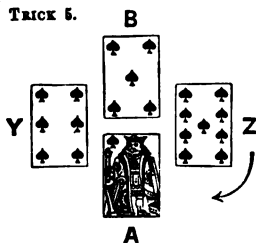
TRICK 3.



TRICK 4.

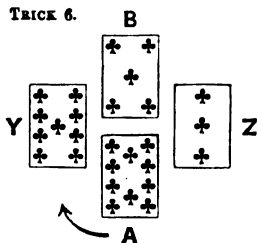


TRICK 5.



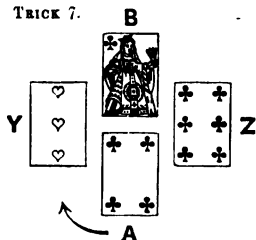
TRICKS { AB, 3
YZ, 2

TRICK 6.



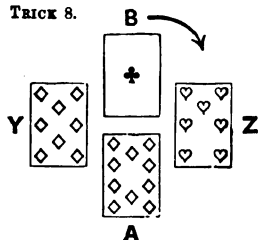
TRICKS { AB, 4
YZ, 2

TRICK 7.



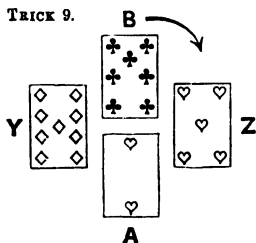
TRICKS { AB, 5
YZ, 2

TRICK 8.



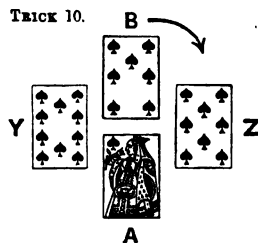
TRICKS { AB, 6
YZ, 2

TRICK 9.



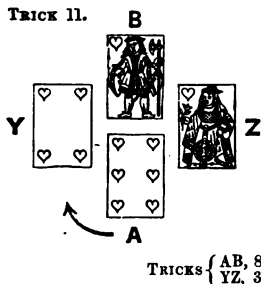
TRICKS { AB, 7
YZ, 2

TRICK 10.



TRICKS { AB, 8
YZ, 2

TRICK 11.



Z makes the ace of hearts, and A makes the ten and wins three by cards.

If A had not been told by the penultimate lead that Y had five diamonds originally, and that consequently Z could only have two, he would not have dared to stop the diamond suit on the second round, and he could not then have won

the game. If Z's queen of diamonds was allowed to win the second trick, he would lead ace and a small heart, and would come in again with the king of clubs, and make the queen of hearts, thereby saving the game.

At TRICK 8, Z discards the seven before the five of hearts, to show his partner his suit.

Y's HAND.

♠		Knave, 10, 6, 3
♥		4, 3
♣		9, 8
♦		King, 9, 8, 5, 2

Z's HAND.

♠		9, 8, 2
♥		Ace, Queen, 8, 7, 5
♣		King, 6, 3
♦		Queen, Knave



GAME III.

Inference drawn from the first lead.

Score : Love-all. A declares "no trumps."

A's HAND.

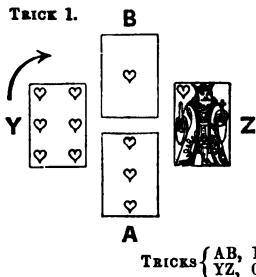
♠ King, 2
 ♥ 9, 4, 3
 ♣ Ace, Kg, Qn, Kv, 6, 5
 ♦ King, 5

B's HAND (*Exposed*).

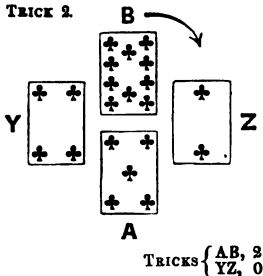
♠ Knave, 9, 7, 6
 ♥ Ace, Queen, 8, 5, 2
 ♣ 10, 3
 ♦ 9, 6

THE PLAY.

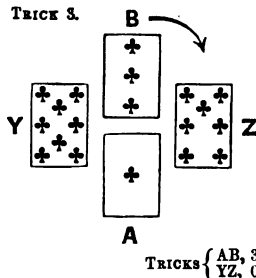
TRICK 1.



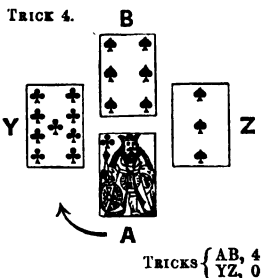
TRICK 2.



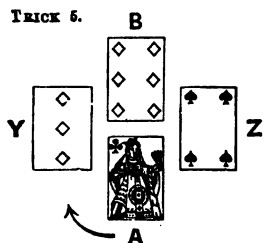
TRICK 3.



TRICK 4.

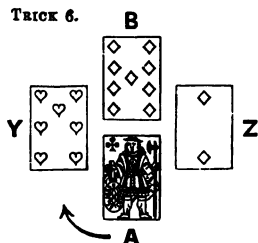


TRICK 5.



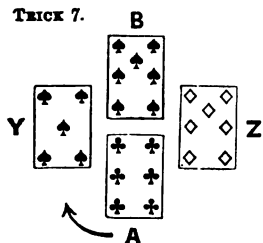
TRICKS { AB, 5
YZ, 0

TRICK 6.



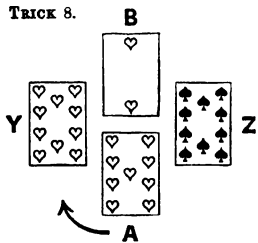
TRICKS { AB, 6
YZ, 0

TRICK 7.



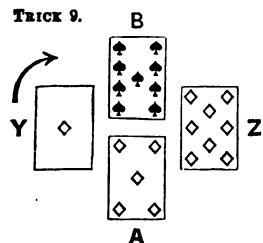
TRICKS { AB, 7
YZ, 0

TRICK 8.



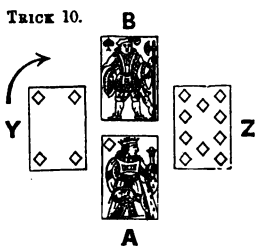
TRICKS { AB, 7
YZ, 1

TRICK 9.



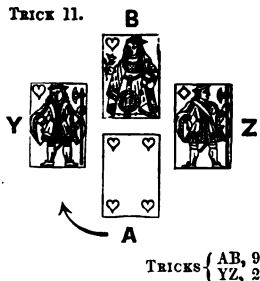
TRICKS { AB, 7
YZ, 2

TRICK 10.



TRICKS { AB, 8
YZ, 2

TRICK 11.



B makes the two remaining hearts, and AB win five by cards.

This hand all turns on the first trick. A can see eight of the hearts, three in his own hand and five in Dummy; he also knows that Y, the original leader, has four at least; consequently Z can only have one, and that one must be either the king, knave, or ten, as Y would

have led one of these three, had he got them all.

If A finesses the queen of hearts, and the one that Z holds is the king, it is a certainty that one of A's two singly guarded kings will be led through at once, and he will be in serious trouble.

On the other hand, by putting on the ace, he can see his way to the game. He makes the ace of hearts and six clubs—that is, seven tricks—and he can then put Y in again with a heart and force him to lead up to one of his guarded kings, and he will then have the queen of hearts good.

At TRICK 8, A lets Y win the ten of hearts, leaving him no alternative but to lead up to one of A's kings. If Y does not discard a heart, it makes no difference, as the tenace is over him at the third round.

This hand occurred exactly as it is given, but the player of the two hands did not rise to the occasion; he finessed the queen of hearts, Z won it with the king, and then led the queen of diamonds, and AB lost two by cards instead of winning five. Such is sometimes the disastrous effect of one card played wrong.

Y's HAND.

♠		Queen, 8, 5
♥		Knave, 10, 7, 6
♣		9, 8, 4
♦		Ace, 4, 3

Z's HAND.

♠		Ace, 10, 4, 3
♥		King
♣		7, 2
♦		Qn, Knv, 10, 8, 7, 2

GAME IV.

Calling for a suit.

Score: Love-all. A leaves it; B declares "no trumps."

Z's HAND.

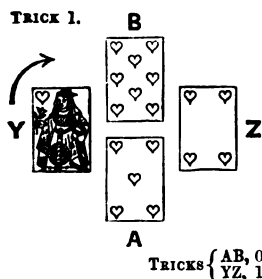
♠ Kg, Qn, Kv, 9, 6, 3, 2
 ♥ 4
 ♣ King, 7
 ♦ 8, 5, 3

B's HAND (*Exposed*).

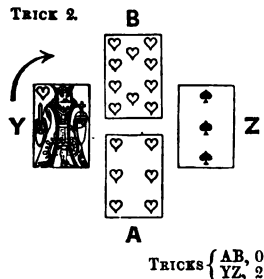
♠ Ace, 10, 8, 7
 ♥ 10, 8
 ♣ Ace, 4, 2
 ♦ Ace, Queen, Knave, 4

THE PLAY.

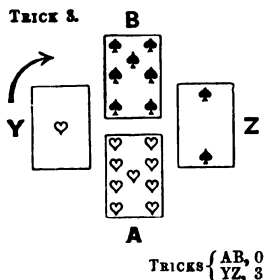
TRICK 1.



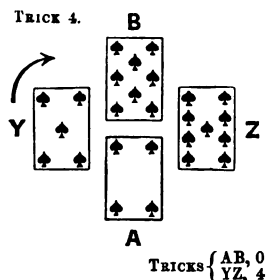
TRICK 2.



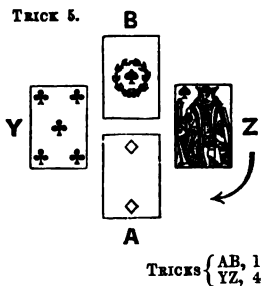
TRICK 3.



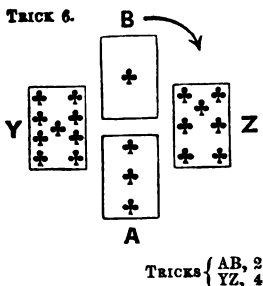
TRICK 4.



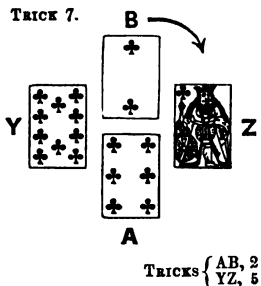
TRICK 5.



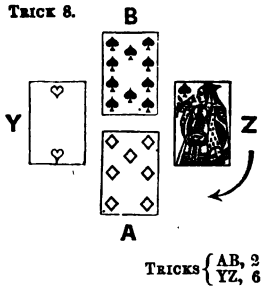
TRICK 6.



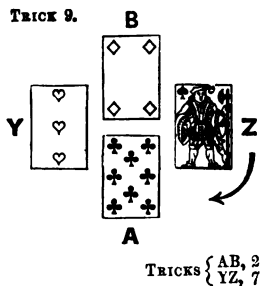
TRICK 7.



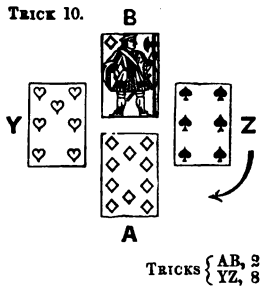
TRICK 8.



TRICK 9.



TRICK 10.



AB win the last three tricks, but YZ have scored two by cards (thanks to the call) instead of losing three by cards, as they must have done if Y leads anything but a spade at the fourth trick.

At the second and third tricks, Z could have discarded two losing diamonds instead of the spades; but it was much more important to show his partner what suit to lead; and, if the club is led, his only card of re-entry for the spades is taken away from him.

At TRICK 5, A would gain nothing by holding up the ace of spades in B's hand, as Z would go on with spades; his only chance is, that the king of clubs is not in Z's hand, or that, if Z has it, it is not guarded.

A's HAND.		Y's HAND.	
♠	 4	♠	 5
♥	 Knave, 9, 6, 5	♥	 Ace, King, Qn, 7, 3, 2
♣	 Queen, Knave, 8, 6, 3	♣	 10, 9, 5
♦	 10, 7, 2	♦	 King, 9, 6



GAME V.

A pretty coup, which came off.

Score : AB, love ; YZ, 20.

A leaves it ; B declares "no trumps."

Z's HAND.

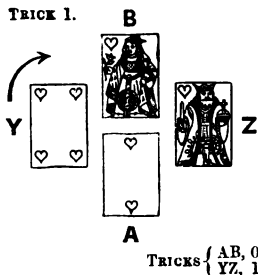
♠ 9, 8, 6, 5
 ♥ King
 ♣ King, Knave
 ♦ Queen, Knv, 10, 7, 6, 3

B's HAND (*Exposed*).

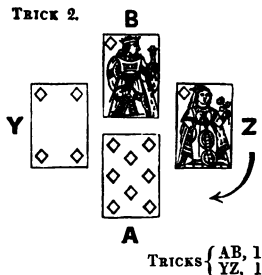
♠ Queen, Knave, 7
 ♥ Ace, Queen, 10
 ♣ Ace, Queen, 9, 7, 2
 ♦ King, 2

THE PLAY.

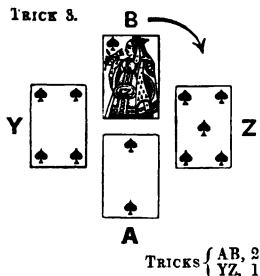
TRICK 1.



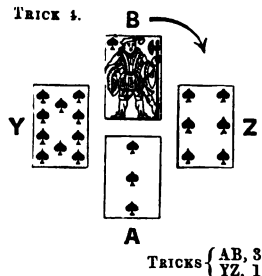
TRICK 2.



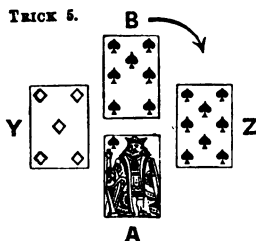
TRICK 3.



TRICK 4.

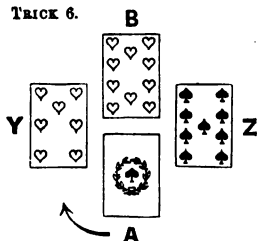


TRICK 5.



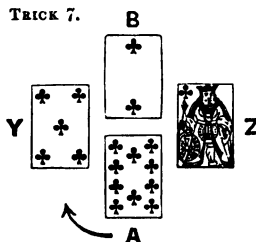
TRICKS { AB, 4
YZ, 1

TRICK 6.



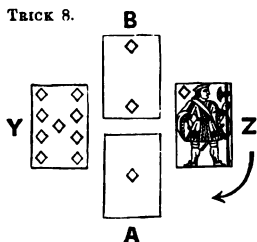
TRICKS { AB, 5
YZ, 1

TRICK 7.



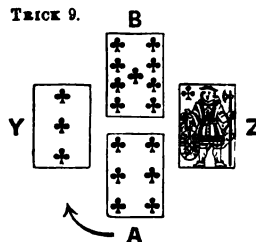
TRICKS { AB, 5
YZ, 2

TRICK 8.



TRICKS { AB, 6
YZ, 2

TRICK 9.



TRICKS { AB, 6
YZ, 3

Z makes his four remaining diamonds, and YZ win the odd trick, and the game.

This game was played exactly as it is given.

At TRICK 7, Z having only king, knave of clubs, won the trick with the king instead of the knave, to deceive A, who was playing the two hands.

Z's hand at the time was four diamonds (of which he knew that A had the ace), and the king, knave of clubs. He knew that, if he won the ten of clubs with the knave, and put A in with the diamond, A would not finesse the ace, queen of clubs on the second round, as it would risk losing the game, and the ace of clubs would make the odd trick. Also, A was a player who makes the utmost possible out of every hand, and he fell right into the trap laid for him. The coup was decidedly ingenious.

A's HAND.

♠	Ace, King, 3, 2
♥	6, 5, 3, 2
♣	10, 6, 4
♦	Ace, 8

Y's HAND.

♠	10, 4
♥	Knave, 9, 8, 7, 4
♣	8, 5, 3
♦	9, 5, 4



GAME VI.

Doubling up to the maximum.

Score : AB, love ; YZ, 6.

A declares "no trumps," Y doubles, A re-doubles, and Y re-doubles again, making it 96 a-trick ; A makes it 100.

A's HAND.

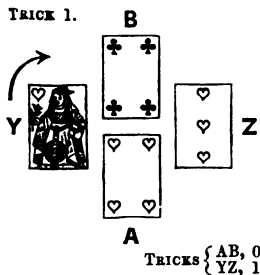
♠ Ace, Kg, Qn, Kv, 7, 2
 ♥ Knave, 9, 7, 4
 ♣ Ace
 ♦ King, 5

B's HAND (*Exposed*).

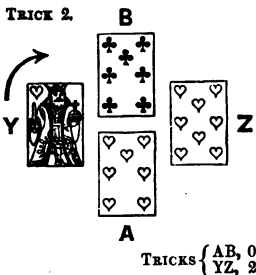
♠ 10, 3
 ♥
 ♣ King, Knave, 8, 7, 5, 4
 ♦ 10, 9, 8, 4, 2

THE PLAY.

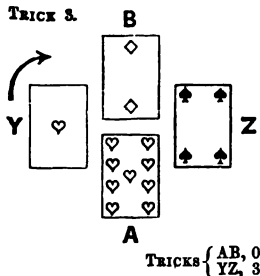
TRICK 1.



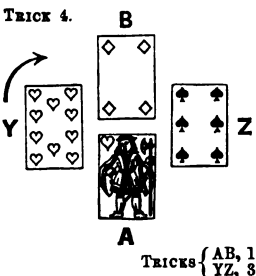
TRICK 2.



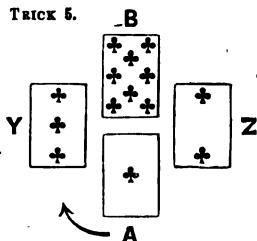
TRICK 3.



TRICK 4.

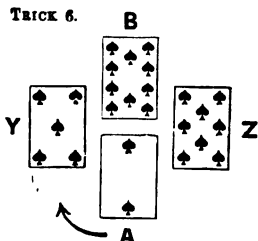


TRICK 5.



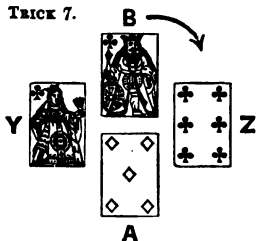
TRICKS { AB, 2
YZ, 3

TRICK 6.



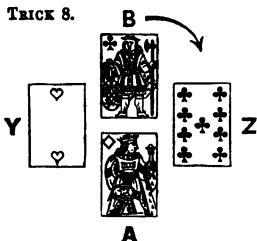
TRICKS { AB, 3
YZ, 3

TRICK 7.



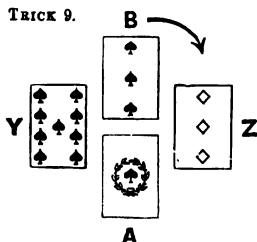
TRICKS { AB, 4
YZ, 3

TRICK 8.



TRICKS { AB, 5
YZ, 3

TRICK 9.



TRICKS { AB, 6
YZ, 3

A makes his four remaining spades, and AB win four by cards, amounting to 400 points.

This hand occurred in actual play, was doubled up to 100 per trick, and was played card for card as it is given.

Y was perfectly right to double in the first place, as it looks almost a certainty that he will win eight tricks; but, when he was re-doubled by A, he was altogether wrong to double again, as he ought then to have known that A was guarded in every suit. It should always be remembered that any combination of the cards is possible. If you hold eight of a suit, it is always possible that the other five are in one hand against you—it is not likely, but it is possible; and, if you are re-doubled with eight to the quart major, you should argue that the re-doubler has the other five.

Y could have saved 100 points by dashing out his ace of diamonds when he had made the three winning hearts; but he did not do so, and enabled A to get rid of his diamonds ingeniously at Tricks 7 and 8.

Y's HAND.

♠ 9, 5
 ♥ Ace, Kg, Qn, 10, 6, 5, 2
 ♣ Queen, 3
 ♦ Ace, Queen

Z's HAND.

♠ 8, 6, 4
 ♥ 8, 3
 ♣ 10, 9, 6, 2
 ♦ Knave, 7, 6, 3



GAME VII.

A rather light "no trump."

Score : Love-all. A declares "no trumps."

A's HAND.

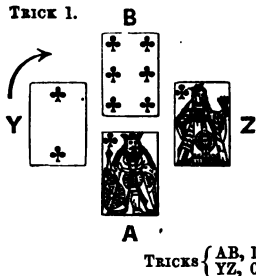
♠		Knave, 10, 9, 2
♥		Ace, Queen, 4
♣		King, Knave, 3
♦		Queen, 7, 6

B's HAND (*Exposed*).

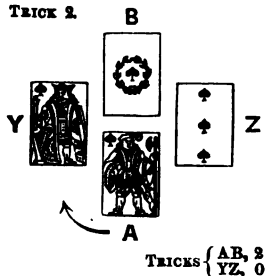
♠		Ace, Queen, 4
♥		King, 9, 7, 3
♣		10, 6
♦		Knave, 8, 5, 2

THE PLAY.

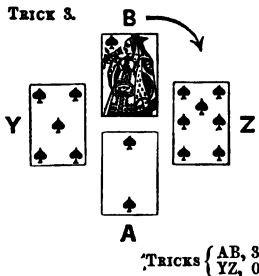
TRICK 1.



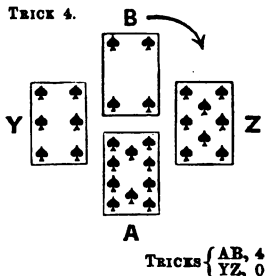
TRICK 2.



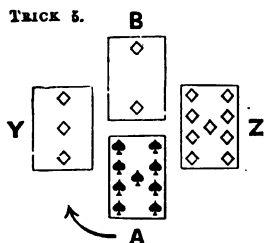
TRICK 3.



TRICK 4.

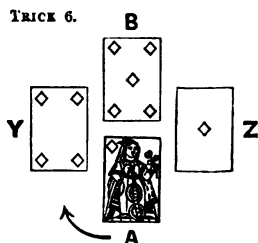


TRICK 5.



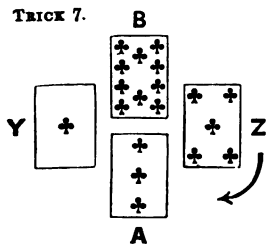
TRICKS { AB, 5
YZ, 0

TRICK 6.



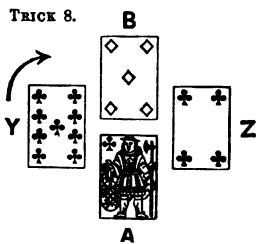
TRICKS { AB, 5
YZ, 1

TRICK 7.



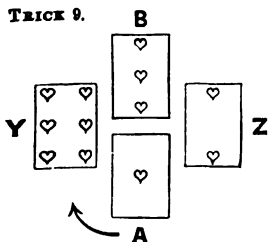
TRICKS { AB, 5
YZ, 2

TRICK 8.



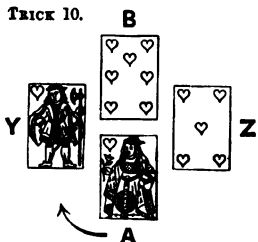
TRICKS { AB, 6
YZ, 2

TRICK 9.

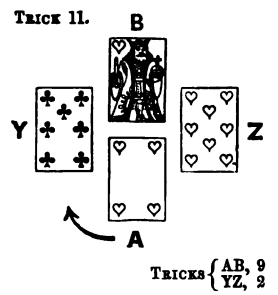


TRICKS { AB, 7
YZ, 2

TRICK 10.



TRICKS { AB, 8
YZ, 2



Y wins the last two tricks with the king of diamonds and the thirteenth club ; but AB win three by cards, and the game.

This is an instance of a rather light "no trump" declaration, with an average hand in Dummy. It is an imaginary hand, and it may be remarked that B has exactly one of each card—

i.e., one ace, one king, etc. ; but the value of the hand is, that it happens to fit in well with A's hand.

After winning the first trick, A goes for the spades before the hearts, as one trick will clear them if the king lies on the wrong side, and there is no immediate danger in any suit. If the king of spades lies wrong, he has still a chance of winning the game if the hearts drop. Y can gain nothing by passing the knave of spades, so he covers it, in the very faint hope that his partner may have the ten.

At TRICK 5, A wins the game, whatever he leads. If two diamonds had not been thrown away, he would have led the three of clubs, in preference to touching the diamonds ; but as it is, he leads the diamond, on the off chance of a heart being discarded.

Y's HAND.

♠	King, 6, 5
♥	Knave, 6
♣	Ace, 9, 8, 7, 2
♦	King, 4, 3

Z's HAND.

♠	8, 7, 3
♥	10, 8, 5, 2
♣	Queen, 5, 4
♦	Ace, 10, 9

GAME VIII.

The only possibility of saving the game.

Score: Love-all. A leaves it; B declares "no trumps."

Y's HAND.

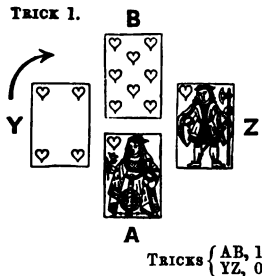
♠		Knave, 8, 5
♥		Ace, 10, 7, 6, 4
♣		King, 6, 3
♦		9, 8

B's HAND (*Exposed*).

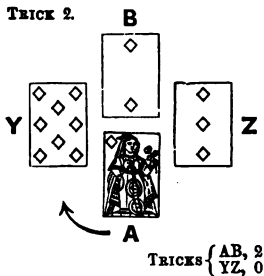
♠		Ace, King, 9, 6
♥		King, 9, 8
♣		Queen, 10, 7
♦		Ace, 6, 2

THE PLAY.

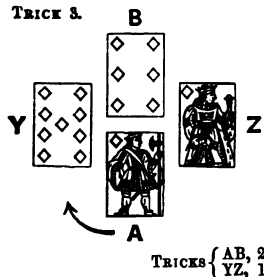
TRICK 1.



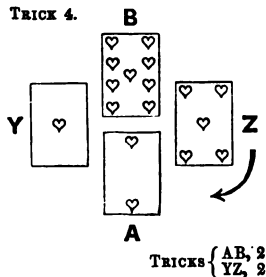
TRICK 2.



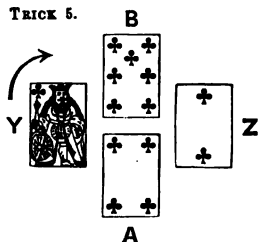
TRICK 3.



TRICK 4.

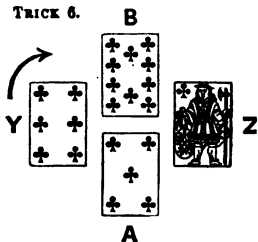


TRICK 5.



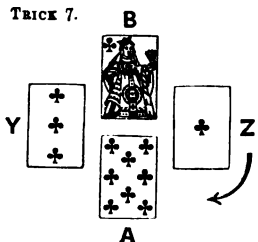
TRICKS { AB, 2
YZ, 3

TRICK 6.



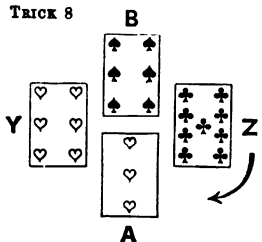
TRICKS { AB, 2
YZ, 4

TRICK 7.



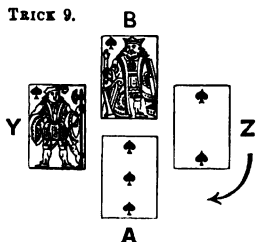
TRICKS { AB, 2
YZ, 5

TRICK 8



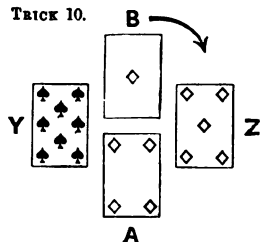
TRICKS { AB, 2
YZ, 6

TRICK 9.



TRICKS { AB, 3
YZ, 6

TRICK 10.



TRICKS { AB, 4
YZ, 6

AB win the remaining tricks, but YZ only lose the odd trick, instead of losing certainly four, and possibly five, by cards if Y leads anything but the king of clubs at Trick 5. The alternative is, to clear his own suit of hearts, and remain with the king of clubs to bring them in with; but Y argues, quite rightly, that if A holds the ace of clubs, this method of play must lose the game, as B will come in with the king of hearts, lead out the ace of diamonds, and then put A in with the ace of clubs to make the remaining diamonds, which, with the ace and king of spades on the table, will win the game. Therefore Y leads the king of clubs with a double reason—firstly, to assist his partner in case he should have both ace and knave; and, secondly, in case A should have the ace, to take it out of his hand before B is able to get rid of his ace of diamonds.

At TRICK 2, Z played well in holding up the king of diamonds until the second round, so as to force B to block his partner in that suit. It makes no difference in this case, as A has another entry card, the queen of spades; but, if A had had no other entry card, it might make a great deal of difference.

A's HAND.	Z's HAND.
♠ Queen, 3	♠ 10, 7, 4, 2
♥ Queen, 3, 2	♥ Knave, 5
♣ 8, 5, 4	♣ Ace, Knave, 9, 2
♦ Queen, Knv, 10, 7, 4	♦ King, 5, 3



GAME IX.

Taking the only chance of winning the game.

Score: AB, 6; YZ, 24. A declares hearts.

A's HAND.

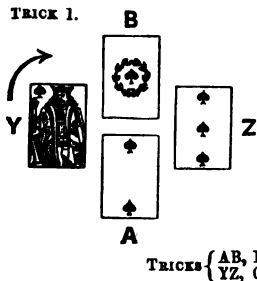
♠		4, 2
♥		Ace, Kg, 9, 8, 3
♣		9, 8, 7, 4
♦		King, Queen

B's HAND (*Exposed*).

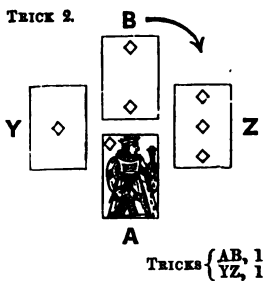
♠		Ace, 8, 5
♥		Knave, 5, 4
♣		Knave, 10, 2
♦		Knave, 10, 8, 2

THE PLAY.

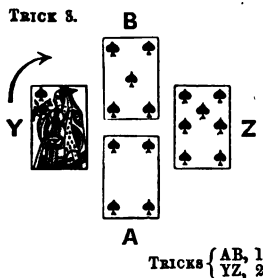
TRICK 1.



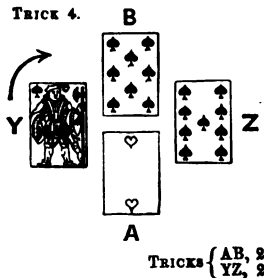
TRICK 2.



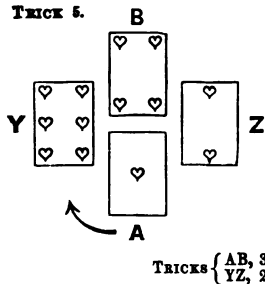
TRICK 3.



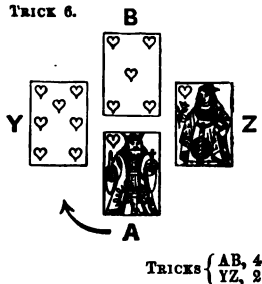
TRICK 4.



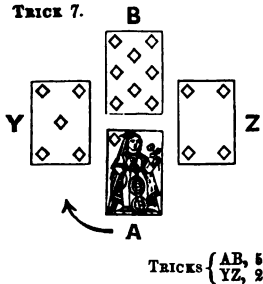
TRICK 5.



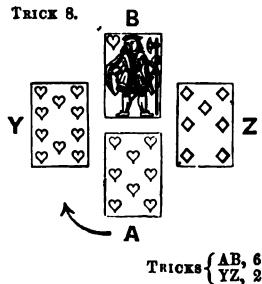
TRICK 6.



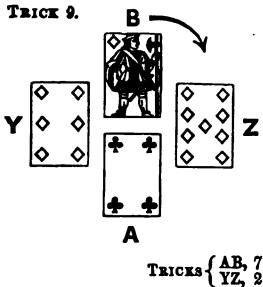
TRICK 7.



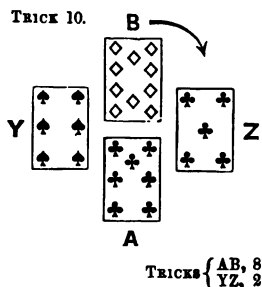
TRICK 8.



TRICK 9.



TRICK 10.



A makes his remaining trump, and AB win three by cards, which is a very lucky score on such a hand.

A's declaration was not a strong one, but it was too good a hand to pass with his opponents at 24.

Directly the spade is led, A can see that there is no possibility of putting his Dummy in again to make the knave and ten of diamonds, unless he can drop the queen of trumps ; therefore he gets the ace of diamonds out of the way first, and then dashes out his ace and king of trumps, and catches the queen, leaving his Dummy with the best trump to get in with.

Y can save the game, either by holding up his ace of diamonds twice (once will be no good, as in that case A goes on with the queen of diamonds before leading the trumps), or by opening the clubs ; but he is not likely to do either.

Y's HAND.		Z's HAND.	
♠	 Kg, Qn, Knv, 6	♠	 10, 9, 7, 3
♥	 10, 7, 6	♥	 Queen, 2
♣	 King, 6, 3	♣	 Ace, Queen, 5
♦	 Ace, 6, 5	♦	 9, 7, 4, 3



GAME X.

Utilising a card of entry.

Score : AB, love ; YZ, 18. A declares "no trumps."

A's HAND.

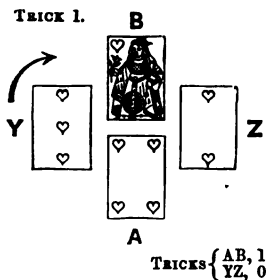
♠		Ace, Qn, Kv, 6, 2
♥		Ace, 8, 4
♣		King, Queen, 5
♦		King, Knave

B's HAND (*Exposee*)

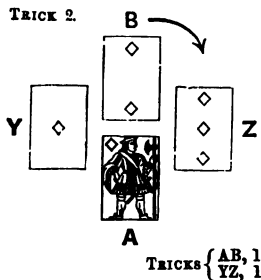
♠		9, 7, 4
♥		Queen, 10
♣		8, 7, 4, 3
♦		9, 7, 6, 2

THE PLAY.

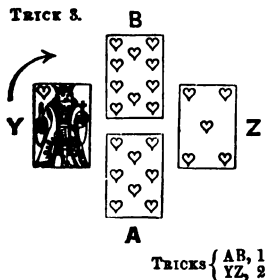
TRICK 1.



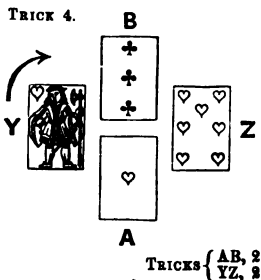
TRICK 2.



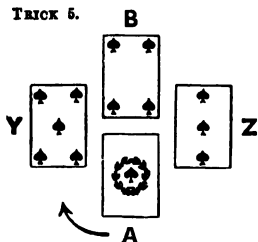
TRICK 3.



TRICK 4.

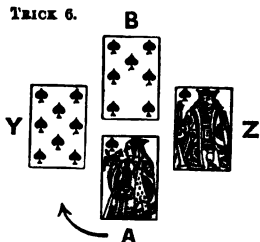


TRICK 5.



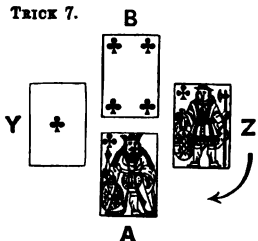
TRICKS { AB, 3
YZ, 2

TRICK 6.



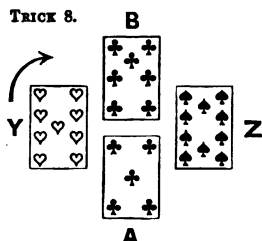
TRICKS { AB, 3
YZ, 3

TRICK 7.



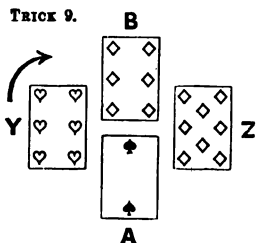
TRICKS { AB, 3
YZ, 4

TRICK 8.



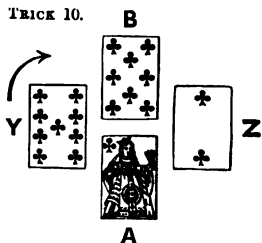
TRICKS { AB, 3
YZ, 5

TRICK 9.



TRICKS { AB, 3
YZ, 6

TRICK 10.



TRICKS { AB, 4
YZ, 6

A wins the remaining three tricks, and AB win the odd trick, and save the game.

At TRICK 2, it would not be the least use to lead a spade from B's hand, and finesse the knave, as there would be nothing gained if the finesse were successful. There is no possibility of B's hand ever getting in again to lead another spade; therefore he utilises his one card of entry to lead a diamond and finesse the knave, king. As the cards lie, the finesse comes off, and he saves the game, which he could not do in any other way.

At TRICK 3, A holds up the ace of hearts, in the hope that Y has not got the ace of clubs to get in again with.

At TRICK 7, Z leads a club, as A is marked with the king of diamonds; but if he leads the queen of diamonds the result is precisely the same.

Y's HAND.

♠		8, 5
♥		King, Knv, 9, 6, 3
♣		Ace, 9, 6
♦		Ace, 5, 4

Z's HAND.

♠		King, 10, 3
♥		7, 5, 2
♣		Knave, 10, 2
♦		Queen, 10, 8, 3



GAME XI.

Illustrating the advantage of not opening a guarded suit up to a heart declaration.

Score : Love-all. A declares hearts.

B's HAND (*Exposed*).

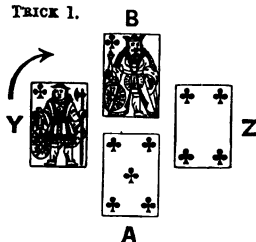
♠ Knave, 3
♥ 10, 4, 2
♣ Ace, King, 7, 2
♦ Ace, 6, 5, 3

Y's HAND.

♠ King, 10, 5, 4
♥ 7, 6
♣ Knave, 8, 3
♦ King, Knave, 9, 8

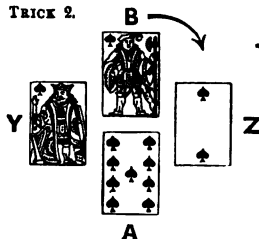
THE PLAY.

TRICK 1.

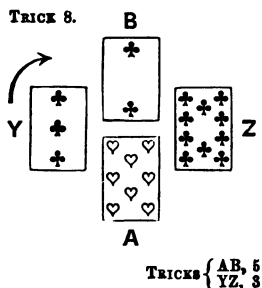
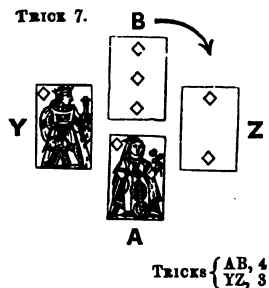
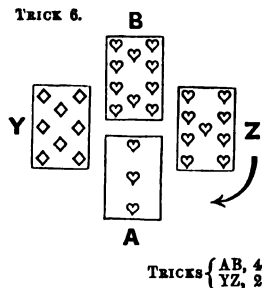
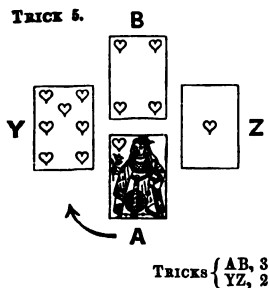
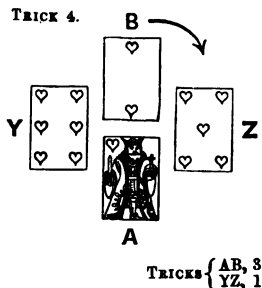
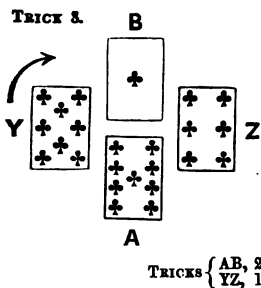


TRICKS { AB, 1
YZ, 0

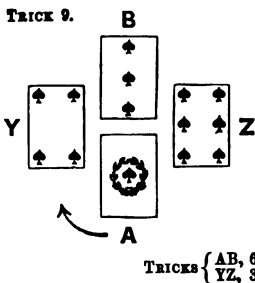
TRICK 2.



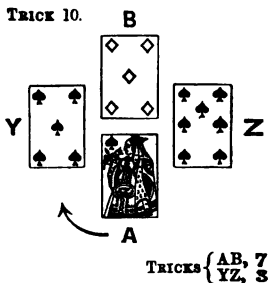
TRICKS { AB, 1
YZ, 1



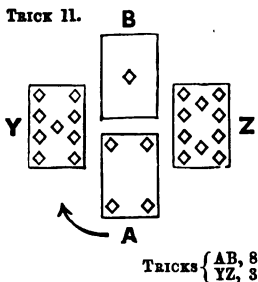
TRICK 9.



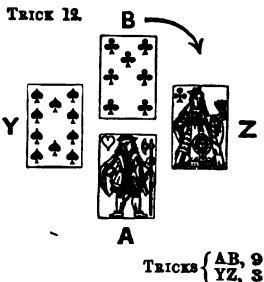
TRICK 10.



TRICK 11.



TRICK 12.



Y makes the knave of diamonds, and saves the game.

If Y originally opens either of his four-card suits, he cannot possibly save the game. He leads the highest of his weak suit, so as not to deceive his partner.

At TRICK 2, A gives his Dummy the chance of making a ruff in spades, in case the king of spades is in Z's hand ; but after Trick 2 he goes into trumps at once, as his ace and queen of spades are good, and a discard is no use to Dummy.

At TRICK 6, Y discards a diamond in preference to a spade, as A has shown strength in spades, and he can still command the diamonds.

At TRICK 7, A takes the only chance of making two tricks in diamonds, by leading a small one from Dummy.

After TRICK 8, A leads out his winning cards, in the hope of the club being discarded; but as soon as Z plays the ten of diamonds at Trick 11, Y knows that his two remaining cards must be the queen of clubs and the other spade, and that consequently A must have the other diamond; therefore his last discard presents no difficulties.

A's HAND.

♠ Ace, Queen, 9
 ♥ Kg, Qn, Knv, 8, 3
 ♣ 9, 5
 ♦ Queen, 7, 4

Z's HAND.

♠ 8, 7, 6, 2
 ♥ Ace, 9, 5
 ♣ Queen, 10, 6, 4
 ♦ 10, 2





APPENDIX.

THE LAWS OF BRIDGE.



THE LAWS OF BRIDGE.

REPRINTED, BY PERMISSION, *VERBATIM*,
FROM THE CLUB CODE.

THE RUBBER.

1. The Rubber is the best of three games. If the first two games be won by the same players, the third game is not played.

SCORING.

2. A game consists of thirty points obtained by tricks alone, exclusive of any points counted for Honours, Chicane, or Slam.

3. Every hand is played out, and any points in excess of the thirty points necessary for the game, are counted.

4. Each trick above six counts two points when spades are trumps, four points when clubs are trumps, six points when diamonds are trumps, eight points when hearts are trumps, and twelve points when there are no trumps.

5. Honours consist of ace, king, queen, knave, and ten of the trump suit. When there are no trumps they consist of the four aces.

6. Honours in trumps are thus reckoned:—

If a player and his partner conjointly hold—

- I. The five honours of the trump suit, they score for honours five times the value of the trump suit trick.
- II. Any four honours of the trump suit, they score for honours four times the value of the trump suit trick.
- III. Any three honours of the trump suit, they score for honours twice the value of the trump suit trick.

If a player in his own hand holds—

- I. The five honours of the trump suit, he and his partner score for honours ten times the value of the trump suit trick.
- II. Any four honours of the trump suit, they score for honours eight times the value of the trump suit trick. In this last case, if the player's partner holds the fifth honour, they also score for honours the single value of the trump suit trick.

The value of the trump suit trick referred to in this law is its original value—*e.g.*, two points in spades and six points in diamonds; and the value of honours is in no way affected by any doubling or re-doubling that may take place under Laws 53–56.

7. HONOURS, when there are no trumps, are thus reckoned:—

If a player and his partner conjointly hold—

- I. The four aces, they score for honours forty points.
- II. Any three aces, they score for honours thirty points.

If a player in his own hand holds—

The four aces, he and his partner score for honours one hundred points.

8. CHICANE is thus reckoned:—

If a player holds no trump, he and his partner score for Chicane twice the value of the trump suit trick. The value of Chicane is in no way affected by any doubling or re-doubling that may take place under Laws 53-56.

9. SLAM is thus reckoned:—

If a player and his partner make, independently of any tricks taken for the revoke penalty—

I. All thirteen tricks, they score for Grand Slam forty points.

II. Twelve tricks, they score for Little Slam twenty points.

10. Honours, Chicane, and Slam are reckoned in the score at the end of the rubber.

11. At the end of the rubber, the total scores for tricks, honours, Chicane, and Slam obtained by each player and his partner are added up, one hundred points are added to the score of the winners of the rubber, and the difference between the two scores is the number of points won, or lost, by the winners of the rubber.

12. If an erroneous score affecting tricks be proved, such mistake may be corrected prior to the conclusion of the game in which it occurred, and such game is not concluded until the last card of the following deal has been dealt, or, in the case of the last game of the rubber, until the score has been made up and agreed.

13. If an erroneous score affecting honours, Chicane, or Slam be proved, such mistake may

be corrected at any time before the score of the rubber has been made up and agreed.

CUTTING.

14. The ace is the lowest card.

15. In all cases, every player must cut from the same pack.

16. Should a player expose more than one card, he must cut again.

FORMATION OF TABLE.

17. If there are more than four candidates, the players are selected by cutting, those first in the room having the preference. The four who cut the lowest cards play first, and again cut to decide on partners; the two lowest play against the two highest; the lowest is the dealer, who has choice of cards and seats, and, having once made his selection, must abide by it.

18. When there are more than six candidates, those who cut the two next lowest cards belong to the table, which is complete with six players; on the retirement of one of those six players, the candidate who cut the next lowest card has a prior right to any after-comer to enter the table.

19. Two players cutting cards of equal value, unless such cards are the two highest, cut again; should they be the two lowest, a fresh cut is necessary to decide which of those two deals.

20. Three players cutting cards of equal value cut again; should the fourth (or remaining) card

be the highest, the two lowest of the new cut are partners, the lower of those two the dealer ; should the fourth card be the lowest, the two highest are partners, the original lowest the dealer.

CUTTING OUT.

21. At the end of a rubber, should admission be claimed by any one, or by two candidates, he who has, or they who have, played a greater number of consecutive rubbers than the others is, or are, out ; but when all have played the same number, they must cut to decide upon the out-goers ; the highest are out.

ENTRY AND RE-ENTRY.

22. A candidate wishing to enter a table must declare such intention prior to any of the players having cut a card, either for the purpose of commencing a fresh rubber or of cutting out.

23. In the formation of fresh tables, those candidates who have neither belonged to nor played at any other table have the prior right of entry ; the others decide their right of admission by cutting.

24. Any one quitting a table prior to the conclusion of a rubber, may, with consent of the other three players, appoint a substitute in his absence during that rubber.

25. A player cutting into one table, whilst belonging to another, loses his right of re-entry into that latter, and takes his chance of cutting in, as if he were a fresh candidate.

26. If any one break up a table, the remaining players have the prior right to him of entry into any other; and should there not be sufficient vacancies at such other table to admit all those candidates, they settle their precedence by cutting.

SHUFFLING.

27. The pack must neither be shuffled below the table nor so that the face of any card be seen.

28. The pack must not be shuffled during the play of the hand.

29. A pack, having been played with, must neither be shuffled by dealing it into packets, nor across the table.

30. Each player has a right to shuffle, once only (except as provided by Law 33) prior to a deal, after a false cut, or when a new deal has occurred.

31. The dealer's partner must collect the cards for the ensuing deal, and has the first right to shuffle that pack.

32. Each player, after shuffling, must place the cards, properly collected and face downwards, to the left of the player about to deal.

33. The dealer has always the right to shuffle last; but should a card or cards be seen during his shuffling, or whilst giving the pack to be cut, he may be compelled to re-shuffle.

THE DEAL.

34. Each player deals in his turn ; the order of dealing goes to the left.

35. The player on the dealer's right cuts the pack, and, in dividing it, must not leave fewer than four cards in either packet ; if in cutting, or in replacing one of the two packets on the other, a card be exposed, or if there be any confusion of the cards, or a doubt as to the exact place in which the pack was divided, there must be a fresh cut.

36. When a player, whose duty it is to cut, has once separated the pack, he cannot alter his intention ; he can neither re-shuffle nor re-cut the cards.

37. When the pack is cut, should the dealer shuffle the cards, the pack must be cut again.

38. The fifty-two cards shall be dealt face downwards. The deal is not completed until the last card has been dealt face downwards.

A NEW DEAL.

39. There must be a new deal—

- I. If, during a deal, or during the play of a hand, the pack be proved to be incorrect or imperfect.
- II. If any card be faced in the pack.
- III. Unless the cards are dealt into four packets, one at a time and in regular rotation, beginning at the player to the dealer's left.
- IV. Should the last card not come in its regular order to the dealer.

- V. Should a player have more than thirteen cards, and any one or more of the others less than thirteen cards.
- VI. Should the dealer deal two cards at once, or two cards to the same hand, and then deal a third ; but if, prior to dealing that card, the dealer can, by altering the position of one card only, rectify such error, he may do so.
- VII. Should the dealer omit to have the pack cut to him, and the adversaries discover the error prior to the last card being dealt, and before looking at their cards ; but not after having done so.

40. If, whilst dealing, a card be exposed by either of the dealer's adversaries, the dealer may claim a new deal. A card similarly exposed by the dealer or his partner gives the same claim to each adversary. The claim may not be made by a player who has looked at any of his cards. If a new deal does not take place, the exposed card cannot be called.

41. If, in dealing, one of the last cards be exposed, and the dealer completes the deal before there is reasonable time for his adversaries to decide as to a fresh deal, they do not thereby lose their privilege.

42. If a player, before he has dealt fifty-one cards, look at any card, his adversaries have a right to see it, and may exact a new deal.

43. If a player take into the hand dealt to him a card belonging to the other pack, the adversaries, on discovery of the error, may decide whether they will have a fresh deal or not.

44. Should three players have their right number of cards—the fourth have less than thirteen, and not discover such deficiency until he has played any of his cards, the deal stands good; should he have played, he is as answerable for any revoke he may have made as if the missing card, or cards, had been in his hand; he may search the other pack for it, or them.

45. If a pack, during or after a rubber, be proved incorrect or imperfect, such proof does not alter any past score, game, or rubber; that hand in which the imperfection was detected is null and void; the dealer deals again.

46. Any one dealing out of turn, or with the adversary's cards, may be stopped before the last card is dealt, after which the game must proceed as if no mistake had been made.

47. A player can neither shuffle, cut, nor deal for his partner without the permission of his opponents.

DECLARING TRUMPS.

48. The dealer, having examined his hand, has the option of declaring what suit shall be trumps, or whether the hand shall be played without trumps. If he exercise that option, he shall do so by naming the suit, or by saying "No trumps."

49. If the dealer does not wish to exercise his option, he may pass it to his partner by saying

"I leave it to you, Partner," and his partner must thereupon make the necessary declaration, in the manner provided in the preceding law.

50. If the dealer's partner make the declaration out of his turn, either of the adversaries has the right, after looking at his hand, but before any declaration is made as to doubling or not doubling, to claim a fresh deal. He may not consult with his partner as to whether this penalty should be exacted or not. If any declaration as to doubling or not doubling shall have been made, or if no new deal is claimed, the declaration so wrongly made by the dealer's partner stands good.

51. If either of the dealer's adversaries makes the declaration, the dealer may, after looking at his hand, either claim a fresh deal or proceed as if no such declaration had been made.

52. A declaration once made cannot be altered, save as provided above.

DOUBLING AND RE-DOUBLING.

53. The effect of doubling and re-doubling, and so on, is that the value of each trick above six is doubled, quadrupled, and so on.

54. After the trump declaration has been made by the dealer or his partner, their adversaries have the right to double. The dealer's left-hand adversary has the first right. If he does not wish to double, he shall say to his partner "May

I play?" His partner shall answer "Yes," or "I double."

55. If either of their adversaries elect to double, the dealer and his partner have the right to re-double. The player who has made the trump declaration has the first right of re-doubling. The question "May I play?" shall be addressed by the dealer's left-hand adversary (after a doubling by him or his partner) to the player who has made the trump declaration, who shall answer "I am satisfied," or "I re-double." If he answer "I am satisfied," the question shall then be addressed to his partner, who shall answer "Yes," or "I re-double."

56. If the dealer or his partner elect to re-double, their adversaries have the right of re-doubling again. The original doubler has the first right. The process of re-doubling may be continued indefinitely, the first right to continue the re-doubling on behalf of a partnership being in that partner who last re-doubled on behalf of that partnership. When he expresses himself satisfied, the right to continue the re-doubling passes to his partner.

57. When the question "May I play?" has been finally answered in the affirmative, or when the dealer's left-hand adversary, being the last person who has the right to continue the re-doubling, expresses himself satisfied, the dealer's left-hand adversary shall lead a card.

58. A declaration once made cannot be altered.

DUMMY.

59. As soon as a card is led, the dealer's partner shall place his cards face upwards on the table, and the duty of playing the cards from that hand, which is called Dummy, and of claiming and enforcing any penalties arising during the hand, shall devolve upon the dealer, unassisted by his partner.

60. After exposing Dummy, the dealer's partner may indicate to the dealer the hand from which the dealer has to lead, or if the latter has led from the wrong hand, may draw attention to the error, in which case the dealer must lead from the right hand, unless the second hand has played, when the dealer is not entitled to rectify the error; but the dealer's partner may take no other part in the play of the hand, other than the mechanical part of playing from Dummy any card named by the dealer.

61. The dealer's partner may ask if he (the dealer) has a card of the suit which he may have renounced; but if he call attention to any other incident in the play of the hand, in respect of which any penalty might be exacted, the fact that he has done so shall deprive the dealer of the right of exacting such penalty against his adversaries.

62. If the dealer's partner, by touching a card, or otherwise, suggest the play of a card from

Dummy, either of the adversaries may, but without consulting with his partner, call upon the dealer to play or not to play the card suggested.

63. When the dealer draws a card, either from his own hand or from Dummy, such card is not considered as played until actually quitted.

64. A card once played or named by the dealer as to be played from his own hand or from Dummy cannot be taken back, except to save a revoke, or as provided by Law 60.

65. The dealer's partner may not look over his adversaries' hands, nor leave his seat for the purpose of watching his partner's play.

66. Dummy is not liable to any penalty for a revoke, as his adversaries see his cards. Should he revoke, and the error not be discovered until the trick is turned and quitted, the trick stands good.

67. Dummy being blind and deaf, his partner is not liable to any penalty for an error whence he can gain no advantage. Thus, he may expose some, or all of his cards, or may declare that he has the game, or trick, etc., without incurring any penalty; but, having played a card from his own hand, he may not recall that card except to save a revoke.

EXPOSED CARDS.

68. If after the deal has been completed, and before the trump declaration has been made, either the dealer or his partner expose a card from his hand, either of the adversaries may, without consultation with his partner, claim a new deal.

69. If after the deal has been completed, and before a card is led, any player shall expose a card, his partner shall forfeit any right to double or re-double which he would otherwise have been entitled to exercise; and in the case of a card being so exposed by the leader's partner, the dealer may, instead of calling the card, require the leader not to lead the suit of the exposed card.

CARDS LIABLE TO BE CALLED.

70. All cards exposed by the dealer's adversaries are liable to be called, and must be left face upwards on the table; but a card is not an exposed card when dropped on the floor, or elsewhere below the table.

71. The following are exposed cards:—

- I. Two or more cards played at once.
- II. Any card dropped with its face upwards, or in any way exposed on or above the table, even though snatched up so quickly that no one can name it.

72. If either of the dealer's adversaries play to an imperfect trick the best card on the table, or lead one which is a winning card as against the dealer and his partner, and then lead again, without waiting for his partner to play, or play several such winning cards, one after the other, without waiting for his partner to play, the latter may be called on to win, if he can, the first or any other of those tricks, and the other cards thus improperly played are exposed cards.

73. If either of the dealer's adversaries throw his cards on the table face upwards, such cards are exposed, and liable to be called by the dealer.

74. If all the players throw their cards on the table face upwards, the hands are abandoned, and the score must be left as claimed and admitted. The hands may be examined for the purpose of establishing a revoke, but for no other purpose.

75. A card detached from the rest of the hand of either of the dealer's adversaries, so as to be named, is liable to be called; but should the dealer name a wrong card, he is liable to have a suit called when first he or his partner have the lead.

76. If either of the dealer's adversaries, who has rendered himself liable to have the highest or lowest of a suit called, or to win or not to win a trick, fail to play as desired, though able to do so, or if when called on to lead one suit, lead another, having in his hand one or more cards of that suit demanded, he incurs the penalty of a revoke.

77. If either of the dealer's adversaries lead out of turn, the dealer may call a suit from him or his partner when it is next the turn of either of them to lead, or may call the card erroneously led.

78. If the dealer lead out of turn, either from his own hand or from Dummy, he incurs no penalty.

79. If any player lead out of turn, and the

other three have followed him, the trick is complete, and the error cannot be rectified; but if only the second, or the second and third, have played to the false lead, their cards, on discovery of the mistake, are (subject to Rule 60) taken back; and there is no penalty against any one, excepting the original offender, and then only when he is one of the dealer's adversaries.

80. In no case can a player be compelled to play a card which would oblige him to revoke.

81. The call of a card may be repeated until such card has been played.

82. If a player called on to lead a suit have none of it, the penalty is paid.

CARDS PLAYED IN ERROR, OR NOT PLAYED TO A TRICK.

83. Should the third hand not have played, and the fourth play before his partner, the latter (not being Dummy or his partner) may be called on to win, or not to win, the trick.

84. If any one (not being Dummy) omit playing to a former trick, and such error be not discovered until he has played to the next, the adversaries may claim a new deal; should they decide that the deal stand good, or should Dummy have omitted to play to a former trick, and such error be not discovered till he shall have played to the next, the surplus card at the end of the hand is considered to have been played to the imperfect trick, but does not constitute a revoke therein.

85. If any one play two cards to the same trick, or mix a card with a trick to which it does not properly belong, and the mistake be not discovered until the hand is played out, he (not being Dummy) is answerable for all consequent revokes he may have made. If, during the play of the hand, the error be detected, the tricks may be counted face downwards, in order to ascertain whether there be among them a card too many: should this be the case they may be searched, and the card restored; the player (not being Dummy) is, however, liable for all revokes which he may have meanwhile made.

THE REVOKE

86. Is when a player (other than Dummy), holding one or more cards of the suit led, plays a card of a different suit.

87. The penalty for a revoke—

- I. Is at the option of the adversaries, who, at the end of the hand, may, after consultation, either take three tricks from the revoking player and add them to their own—or deduct the value of three tricks from his score—or add the value of three tricks to their own score;
- II. Can be claimed for as many revokes as occur during the hand;
- III. Is applicable only to the score of the hand in which it occurs;
- IV. Cannot be divided—*i.e.*, a player cannot add the value of one or two tricks to his own score and deduct the value of one or two from the revoking player.

- V. In whatever way the penalty may be enforced, under no circumstances can the side revoking score Game, Grand Slam or Little Slam, that hand. Whatever their previous score may be, the side revoking cannot attain a higher score towards the game than twenty-eight.

88. A revoke is established, if the trick in which it occur be turned and quitted—*i.e.*, the hand removed from that trick after it has been turned face downwards on the table—or if either the revoking player or his partner, whether in his right turn or otherwise, lead or play to the following trick.

89. A player may ask his partner whether he has not a card of the suit which he has renounced ; should the question be asked before the trick is turned and quitted, subsequent turning and quitting does not establish the revoke, and the error may be corrected, unless the question be answered in the negative, or unless the revoking player or his partner have led or played to the following trick.

90. At the end of the hand, the claimants of a revoke may search all the tricks.

91. If a player discover his mistake in time to save a revoke, any player or players who have played after him may withdraw their cards and substitute others, and their cards withdrawn are not liable to be called. If the player in fault be one of the dealer's adversaries, the dealer may call the card thus played in error, or may require

him to play his highest or lowest card to that trick in which he has renounced.

92. If a revoke be claimed, and the accused player or his partner mix the cards before they have been sufficiently examined by the adversaries, the revoke is established. The mixing of the cards only renders the proof of a revoke difficult, but does not prevent the claim, and possible establishment, of the penalty.

93. A revoke cannot be claimed after the cards have been cut for the following deal.

94. If a revoke occur, be claimed and proved, bets on the odd trick, or on amount of score, must be decided by the actual state of the score after the penalty is paid.

95. Should the players on both sides subject themselves to the penalty of one or more revokes, neither can win the game by that hand ; each is punished at the discretion of his adversary.

CALLING FOR NEW CARDS.

96. Any player (on paying for them) before, but not after, the pack be cut for the deal, may call for fresh cards. He must call for two new packs, of which the dealer takes his choice.

GENERAL RULES.

97. Any one during the play of a trick, or after the four cards are played, and before, but not after, they are touched for the purpose of

gathering them together, may demand that the cards be placed before their respective players.

98. If either of the dealer's adversaries, prior to his partner playing, should call attention to the trick—either by saying that it is his, or by naming his card, or, without being required so to do, by drawing it towards him—the dealer may require that opponent's partner to play his highest or lowest of the suit then led, or to win or lose the trick.

99. In all cases where a penalty has been incurred, the offender is bound to give reasonable time for the decision of his adversaries.

100. If a bystander make any remark which calls the attention of a player or players to an oversight affecting the score, he is liable to be called on, by the players only, to pay the stakes and all bets on that game or rubber.

101. A bystander, by agreement among the players, may decide any question.

102. A card or cards torn or marked must be either replaced by agreement, or new cards called at the expense of the table.

103. Any player may demand to see the last trick turned, and no more. Under no circumstances can more than eight cards be seen during the play of the hand—viz., the four cards on the table which have not been turned and quitted, and the last trick turned.

ETIQUETTE OF BRIDGE.

The following rules belong to the established Etiquette of Bridge. They are not called laws, as it is difficult—in some cases impossible—to apply any penalty to their infraction, and the only remedy is to cease to play with players who habitually disregard them.

It is to be borne in mind that, from the nature of the conditions under which the game is played, acts may be so done, and words so spoken, as to convey a very distinct intimation to a partner. To do so is to offend against the most important of the proprieties of the game.

Declarations ought to be made in a simple manner—*e.g.*, by saying, “I make hearts trumps”; “There are no trumps”; or, “I leave it to you.” There ought to be neither intimation of doubt in, or reason for, making this declaration. Nothing ought to be done or said by the declarant which may afford an indication or intimation of the hand which he holds, or draws attention to the state of the score.

A player should avoid any unnecessary hesitation in passing the trump declaration to his partner, or giving any well-marked indication of doubt or perplexity.

Similarly, a player who has the first right of doubling or re-doubling, on behalf of a partnership, ought not to decline to exercise that right, and so pass it to his partner, after any unnecessary hesitation, or after giving any well-marked indication of doubt or perplexity.

Any one, having the lead and one or more winning cards to play, should not draw a second card out of his hand until his partner has played to the first trick, such act being a distinct intimation that the former has played a winning card.

A player who has looked at his cards ought not to give any indication by word or gesture as to the nature of his hand, or call the attention of his partner to the score of the game.

A player who desires the cards to be placed, or who demands to see the last trick, should do it for his own information only, and not in order to invite the attention of his partner.

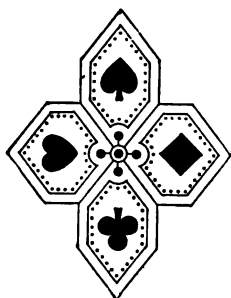
No player should object to refer to a bystander who professes himself uninterested in the game, and able to decide a disputed question of facts;

as to who played any particular card—whether honours were claimed though not scored, or *vice versâ*—etc., etc.

It is unfair to revoke purposely; having made a revoke, a player is not justified in making a second in order to conceal the first.

Whilst, according to the law of the game, doubling and re-doubling may be continued indefinitely, such a practice may be attended with undesirable results—*e.g.*, by involving a player in stakes which he never contemplated; 100 points is suggested as a reasonable limit.





NEW AND IMPORTANT WORKS.

Now Ready. Cap. 8vo. Cloth, Gilt Extra. Handsomely printed in Red and Black. Price 5s. net.

GAMES OF PATIENCE.

ILLUSTRATED BY NUMEROUS DIAGRAMS.

By "TARBART."

Demy Oblong 4to. Cloth, Gilt. Handsomely printed in Red and Black. Reduced Price, 10s. 6d. net.

PATIENCE GAMES.

With Examples Played Through. Illustrated with Numerous Diagrams.

By "CAVENDISH."

Cap. 8vo. Cloth, Gilt Extra. Handsomely printed in Red and Black. Price 5s. net.

THE LAWS & PRINCIPLES OF BRIDGE.

Stated and Explained, and its Practice Illustrated by means of Hands Played Completely Through.

By "HELLESPONT."

7th Edition. Cap. 8vo. Cloth, Gilt Extra. Price 2s. 6d. net.

THE LAWS OF BRIDGE,

Adopted by the PORTLAND and TURF CLUBS.

With A GUIDE TO THE GAME, by "BOAZ;" and
HOW TO PLAY BRIDGE, by "BADSWORTH."

Also, THE POCKET GUIDE TO BRIDGE,

By "BOAZ." Price 6d. net.

THE STANDARD WORK ON WHIST.

90th Thousand. Cap. 8vo. Cloth, Gilt Extra. Price 5s. net.

Handsomely printed in Red and Black.

New Edition (24th), with the New Code of Laws (Revised 1900).

THE LAWS & PRINCIPLES OF WHIST.

By "CAVENDISH."

OF ALL BOOKSELLERS AND STATIONERS.

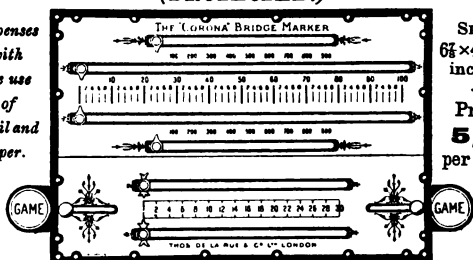
Wholesale only of the Publishers,

THOS. DE LA RUE & CO. Ltd., LONDON, E.C.

MAY BE HAD OF ALL STATIONERS.

THE "CORONA" BRIDGE MARKER. (PROTECTED.)

*Dispenses
with
the use
of
Pencil and
Paper.*



SIZE,
 $6\frac{1}{2} \times 4\frac{1}{2} \times 1\frac{3}{8}$
inches.

Price
5/6
per Pair.

Arranged on a New Principle, and affording a ready means of keeping the Scores on both sides. Made of the finest consolidated Ivory Boards, richly Enamelled, and Ornamented in Colours, with Sliding Registers and Gilt Studs.

THE "CORONA" BRIDGE CASE.

WITH FALL FRONT, FLAP AND CATCH.

Fitted with Two Packs of Playing Cards, One Pair of "Corona" Bridge Markers, and One "Pocket Guide to Bridge," by "Boaz."

In
Silver,
Morocco,
Russia,
and
Crocodile.



SIZE,
 $7\frac{1}{2} \times 5 \times 2$ in.

Prices from
20/-
each.

THE "POPULAR" BRIDGE CASE.

WITH FALL FRONT AND HINGED LID.

Fitted with Two Packs of Playing Cards, Two Scoring Blocks with Pencils, and One "Pocket Guide to Bridge," by "Boaz."

In Leatherette. Price **5/-** each.

WHOLESALE ONLY OF
THOS. DE LA RUE & CO. Ltd., Bunhill Row, London, E.C.

BY ROYAL LETTERS PATENT.

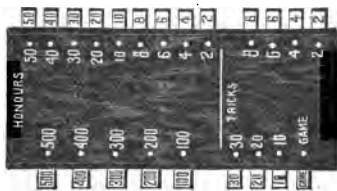
THE "KLIK" SERIES OF MARKERS

(PREPARED ON A NEW PRINCIPLE)

In which a "klik" is distinctly heard whenever a change is made in the Score.

THE "KLIK" BRIDGE MARKER.

With Table
of Scores
on Back.

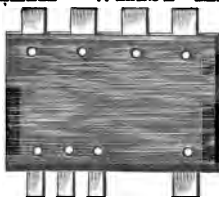


Dispenses
with the use
of Pencil
and Paper.

Size, $6\frac{1}{2} \times 2\frac{1}{2}$ inches. PRICE 21/- PER PAIR.

THE "KLIK" WHIST MARKER.

FOR
LONG & SHORT
WHIST.



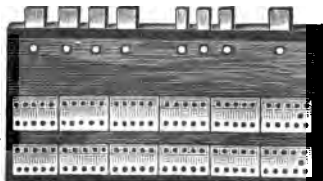
Price
10/6
per Pair.
Size, $3\frac{1}{2} \times 2\frac{1}{2}$ in.

THE "KLIK" RUBICON BÉZIQUE MARKER.

Size, $5\frac{1}{2} \times 2\frac{1}{2}$ inches. PRICE 16/6 PER PAIR.

THE "KLIK" COMBINED WHIST AND CRIBBAGE MARKER.

Brass Pegs
for Scoring
are provided
in a socket
at the end of
each Marker.



Price
16/6
per Pair.
Size,
 $5\frac{1}{2} \times 3$ inches.

All the above are offered French Polished, Mahogany Colour and Black.
All are operated in the same way.

On pressing the Stud, the Tongue flies out with an audible "klik."

WHOLESALE ONLY OF THE SOLE MANUFACTURERS,
THOS. DE LA RUE & CO. Ltd., Bunhill Row, London, E.C.

MAY BE HAD OF ALL STATIONERS.

PATIENCE BOARDS

(FOLDING AND FLAT).

Leather Covered, lined with Card-Table Cloth.

FOLDING BOARD (REGISTERED).

Size, $21\frac{1}{2} \times 22\frac{1}{2}$ in. With Best Gilt Bolts, to keep the Board flat when in use.

Fitted with Two Packs of PATIENCE PLAYING CARDS in Flat Box,
lettered "Patience is a Virtue."

Also supplied not lettered, and without Cards or Box.

PRICES from 15/- each.

FLAT BOARD.

Fitted with Four Packs of "PIGMY" PLAYING CARDS ($1\frac{3}{4} \times 1\frac{3}{8}$ in.), or
Two Packs of PATIENCE PLAYING CARDS ($2\frac{3}{4} \times 1\frac{1}{2}$ in.),
in an Upright Pull-off Box, lettered "Patience is a Virtue."

In three sizes, 15×12 in., 20×15 in., and 23×18 in.

PRICES from 9/- each.

THE "CLIP" PATIENCE BOARD.

Leather Covered.

Lined Smooth Green Baize or Silk.

This Board is fitted with Nickel Clamps on each side,
to keep it perfectly flat and rigid.

Adapted for use in a Railway Carriage as a Card Table.

It can be made to any size to fit Portmanteau or Luncheon Basket.

SIZE: OPEN, $15\frac{3}{4} \times 23$ in.; FOLDED, $15\frac{3}{4} \times 11\frac{1}{4}$ in.

PRICES from 7/6 each.

PATIENCE BOXES.

Fitted with Patience or "Pigmy" Playing Cards.

IN VARIOUS SIZES AND LEATHERS.

Offered at Prices ranging from 3/6 to 16/- each.

SUPPLIED ALSO WITHOUT THE CARDS FROM 1s. TO 5s. PER BOX LESS.

WHOLESALE ONLY OF

THOS. DE LA RUE & CO. Ltd., Bunhill Row, London.

MAY BE HAD OF ALL STATIONERS.

THE "EMPIRE" LOCK-STUD CHESS BOARD & CHESS MEN

IN BOX FORM, WITH CARVED BONE PIECES.

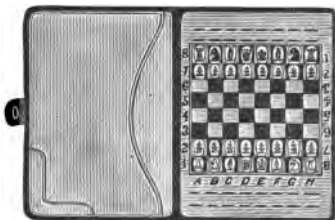
Retaining all the Pieces *in statu quo* both during play and when the Board is closed.



Size, when closed, $9 \times 4\frac{1}{2} \times 2\frac{1}{2}$ inches. Prices from 25/- each.

THE "DEXTER" POCKET CHESS BOARD IN NOTE CASE FORM.

Fitted with
Xylonite Pieces,
and provided
with a Pocket
for the
reception of
Problems,
Games, etc.



The Case
closes with a
short strap and
glove-fastener,
and when
closed is
remarkably
thin.

Size, $6\frac{1}{2} \times 4\frac{1}{2}$ inches.

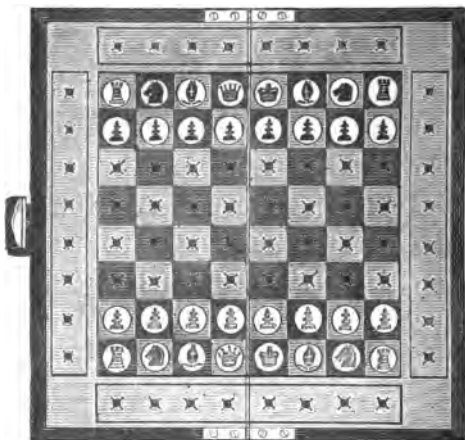
In Various Leathers. Prices from 5/- each.

WHOLESALE ONLY OF
THOS. DE LA RUE & CO. Ltd., Bunhill Row, London.

MAY BE HAD OF ALL STATIONERS.

THE "EMPIRE"
LOCK-STUD CHESS BOARD AND PIECES
FOLDING FLAT FOR THE POCKET,
WITH DISC PIECES.

Retaining all the pieces *in statu quo* both during play,
and when the Board is closed.



Size, when closed, $8\frac{1}{2} \times 4\frac{1}{2} \times \frac{1}{4}$ inches.

Each piece is formed with a circular stud or foot,
which engages with a slotted hole provided in the
centre of every square.

Prices from 7/6 each.

LOCK-STUD BOARDS ARE UNRIVALLED FOR PROBLEMS,
TRAVELLING, AND FOR CONTESTS BY WIRE OR POST.

WHOLESALE ONLY OF
THOS. DE LA RUE & CO. Ltd., Bunhill Row, London.

MAY BE HAD OF ALL STATIONERS.

THE COMBINED
POCKET CHESS AND DRAUGHT BOARD

HANDSOMELY PRINTED IN COLOURS AND ENAMELLED.

Folding, to slip into Cloth Case.

*Fitted with Pieces, the Draughts-men being on the
back of the Chess-men.*



Size, when open, $7\frac{1}{4} \times 5\frac{1}{2}$ inches.

This Chess and Draught Board is very portable, its weight being under 4 ounces, and the Pieces are always securely held in their places, whether the Board is shut or open.

						PRICE
Pocket Chess and Draught Board, complete in Case,						2/6 each.
Sets of Pieces for same	...	...	...	...	...	6d. per Set.

WHOLESALE ONLY OF
THOS. DE LA RUE & CO. Ltd., Bunhill Row, London.

MANUFACTURED BY THOS. DE LA RUE & CO. Ltd.
AND SOLD BY ALL BOOKSELLERS AND STATIONERS.

PATENT "PNEUMATIC" PLAYING CARDS.

EASY SHUFFLING. PERFECT DEALING.

The Fronts of the "Pneumatic" Playing Cards are highly finished, whilst the Backs are minutely grooved or indented all over the surface, so as to provide an air-space between the cards, and a roughened surface which acts as a resistance for the thumb in dealing. This PREVENTS MISDEALS, as the cards slide off one by one and can be dealt with the greatest ease and rapidity.

PATENT PLAYING CARDS.

MOGULS (OR BEST QUALITY), HARRYS (OR SECOND QUALITY), and the cheaper kinds of HARRYS and HIGHLANDERS, with Round or Square Corners, in great variety.

The round-cornered cards are cut by improved machinery to an absolute uniformity in size and shape.

"DEXTER" PLAYING CARDS (EXTRA THIN).

WITH PATENT INDEX-PIPS, ROUNDED CORNERS, AND ENAMELLED FACES.

"PIGMY" PLAYING CARDS.

ENAMELLED BOTH SIDES, ASSORTED TINTS.

Adapted for the Game of PATIENCE. Price 1s. per Box of Two Packs.

PATIENCE PLAYING CARDS.

BEST QUALITY, HIGHLY ENAMELLED ON BOTH SIDES, ASSORTED PATTERNS.

WITH ROUNDED CORNERS AND PATENT INDEX-PIPS.

Price 2s. 6d. per Box of Two Packs.

SECOND QUALITY, HIGHLY ENAMELLED ON BOTH SIDES, ASSORTED TINTS

WITH ROUNDED CORNERS AND PATENT INDEX-PIPS.

Price 1s. per Pack.

"MIDGET" TOY PLAYING CARDS.

ENAMELLED BACKS, ASSORTED TINTS IN NEAT TUCK CASES. PRICE 2d. PER PACK

BÉZIQUE PLAYING CARDS,

IN BOXES, FOR TWO, THREE, OR FOUR PLAYERS.

With Markers, and "GUIDE" by "CAVENDISH."

In a great variety of styles. Prices from 2s. 6d. to 63s.

In neat Cardboard Case, Price 6d. In handsome Leather Case, Price 2s.

"INDEX" DOMINOES (REGISTERED).

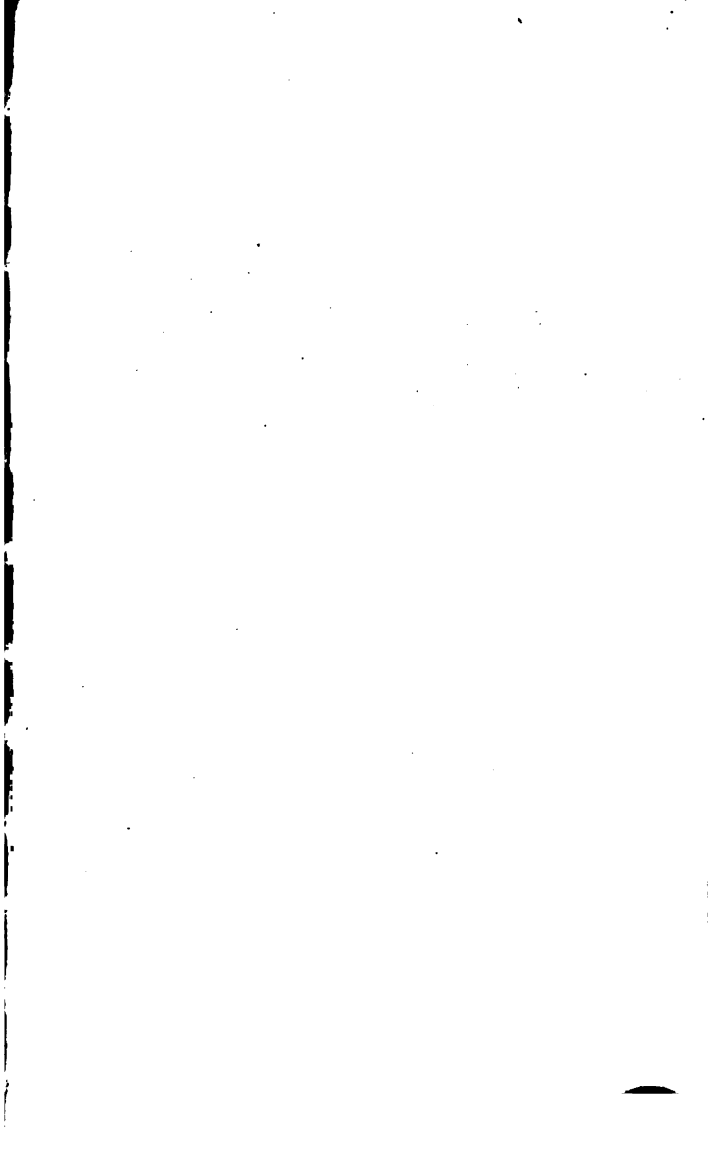
HANDSOMELY PRINTED IN BLACK AND GOLD

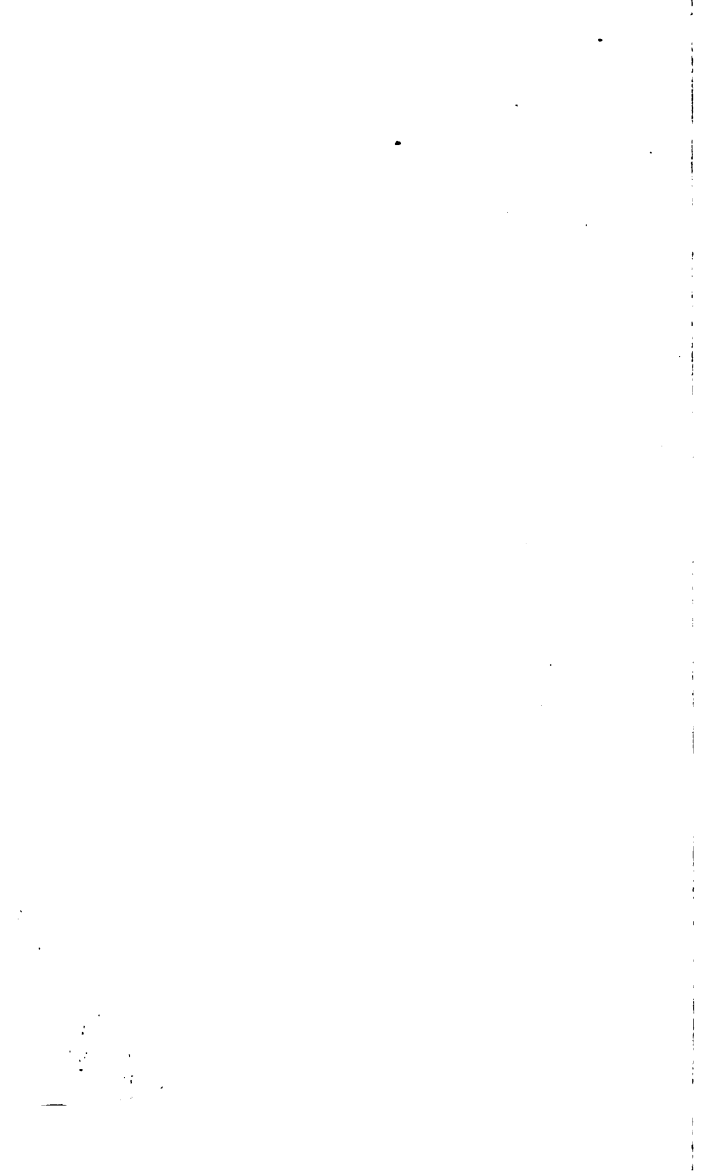
On highly-finished Cardboard, with the Indices in the left-hand corners.

NOVEL AND ATTRACTIVE

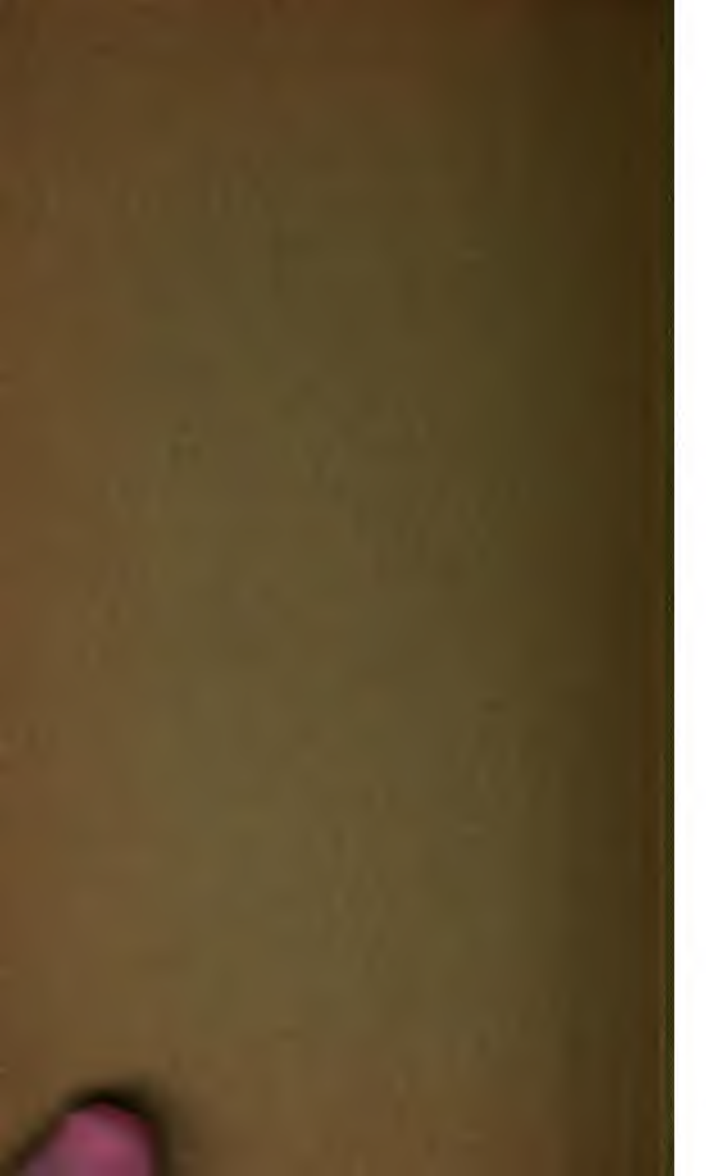
"SHILLING" PICTORIAL CARD GAMES.

(Size, 3½ by 2½ in.) Each Pack, with Rules, neatly Boxed.









001 20 1952

